



Scene

003

Panel

1



Dialog

F: Where ...





Scene

003

Panel

4



Dialog

F: (surpised take)













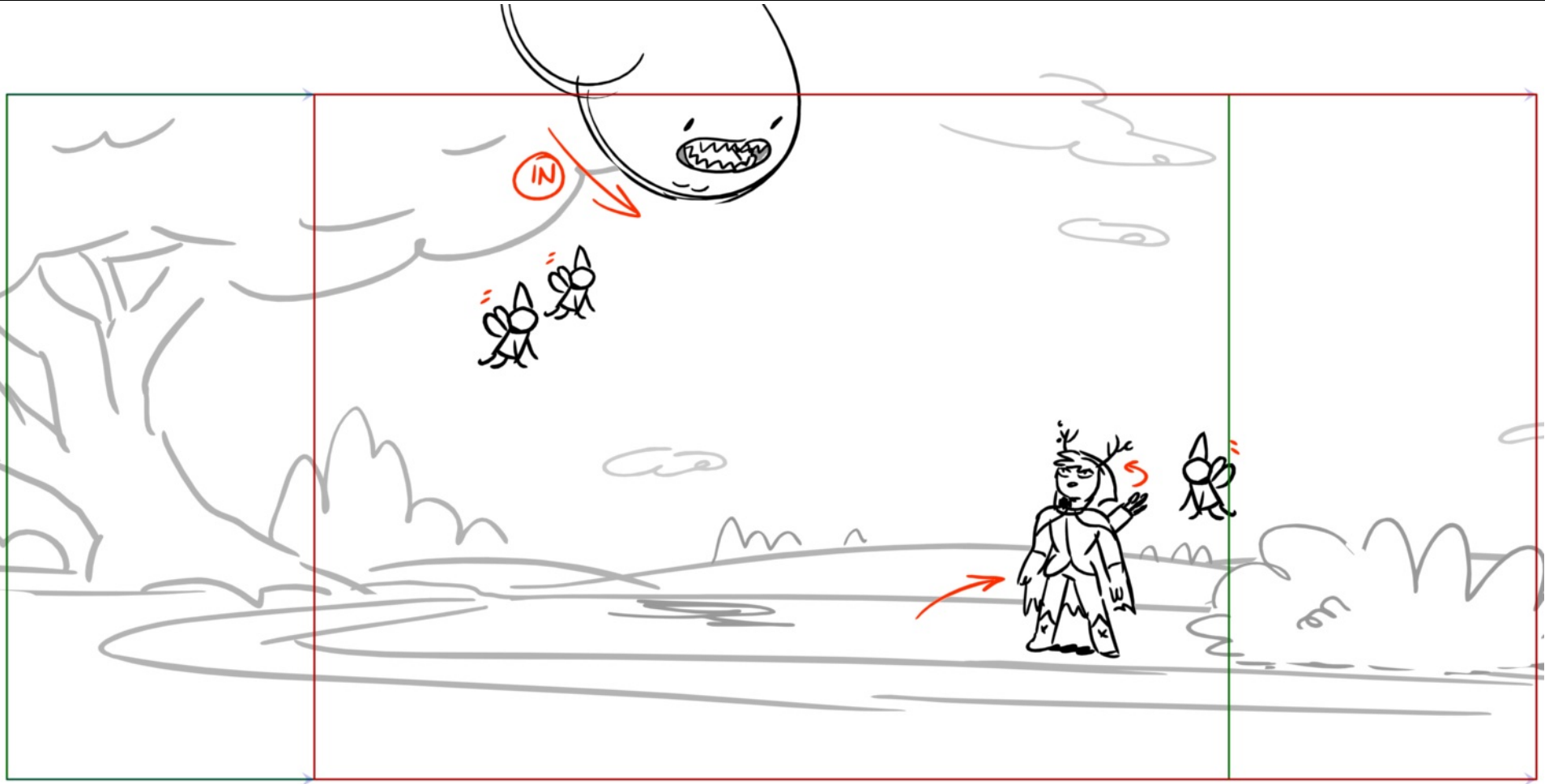




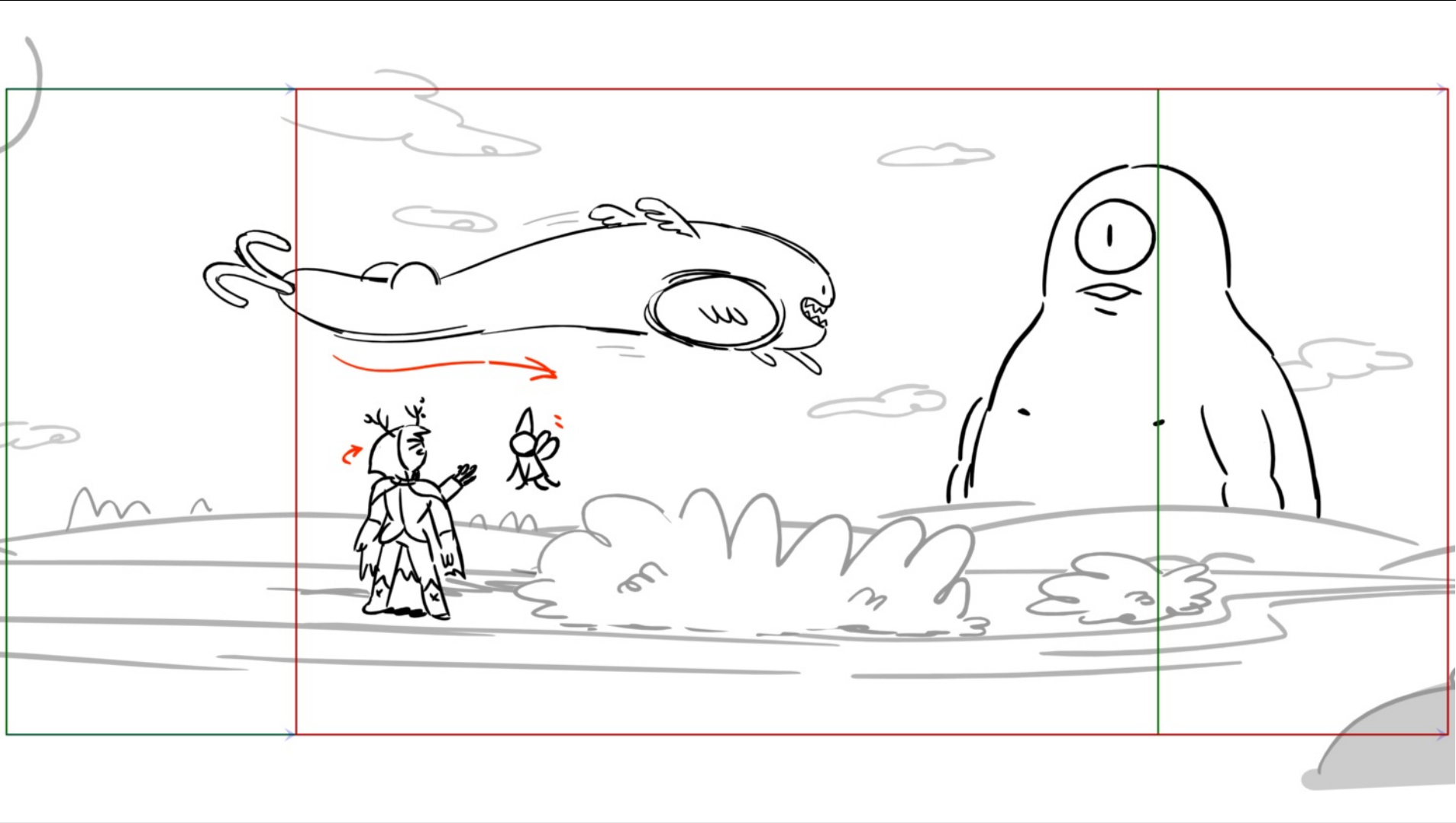


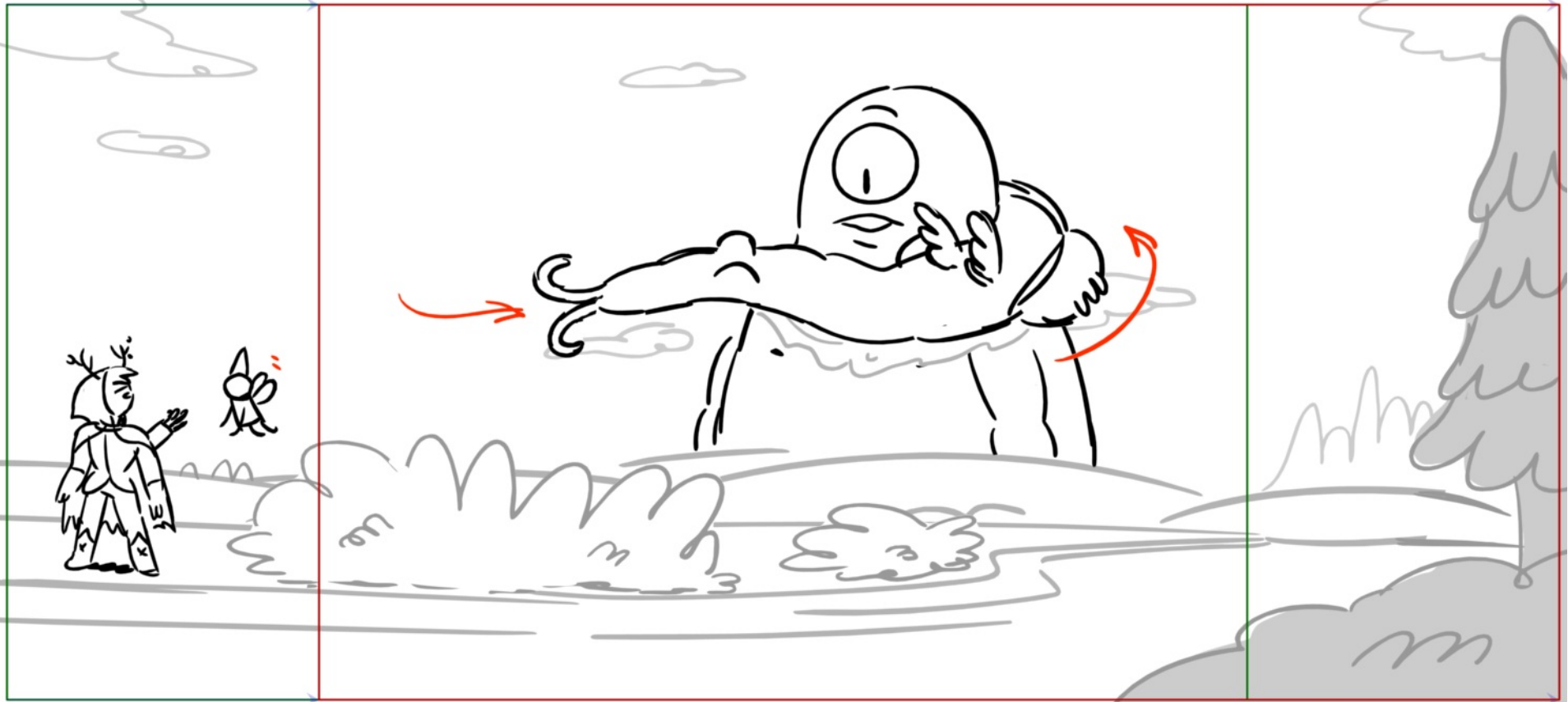














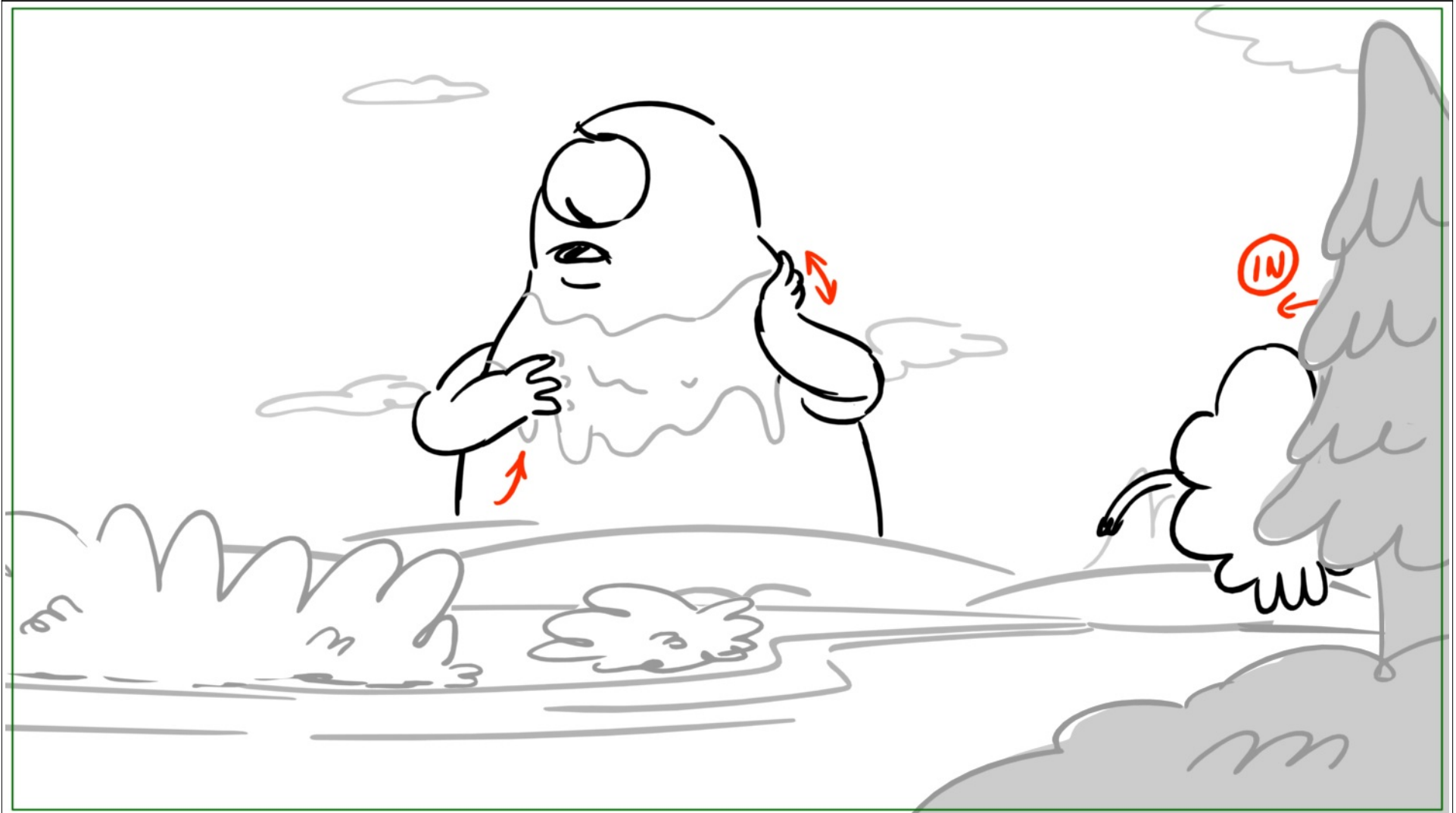
Dialog

LSP: (OS) Hahahaha!



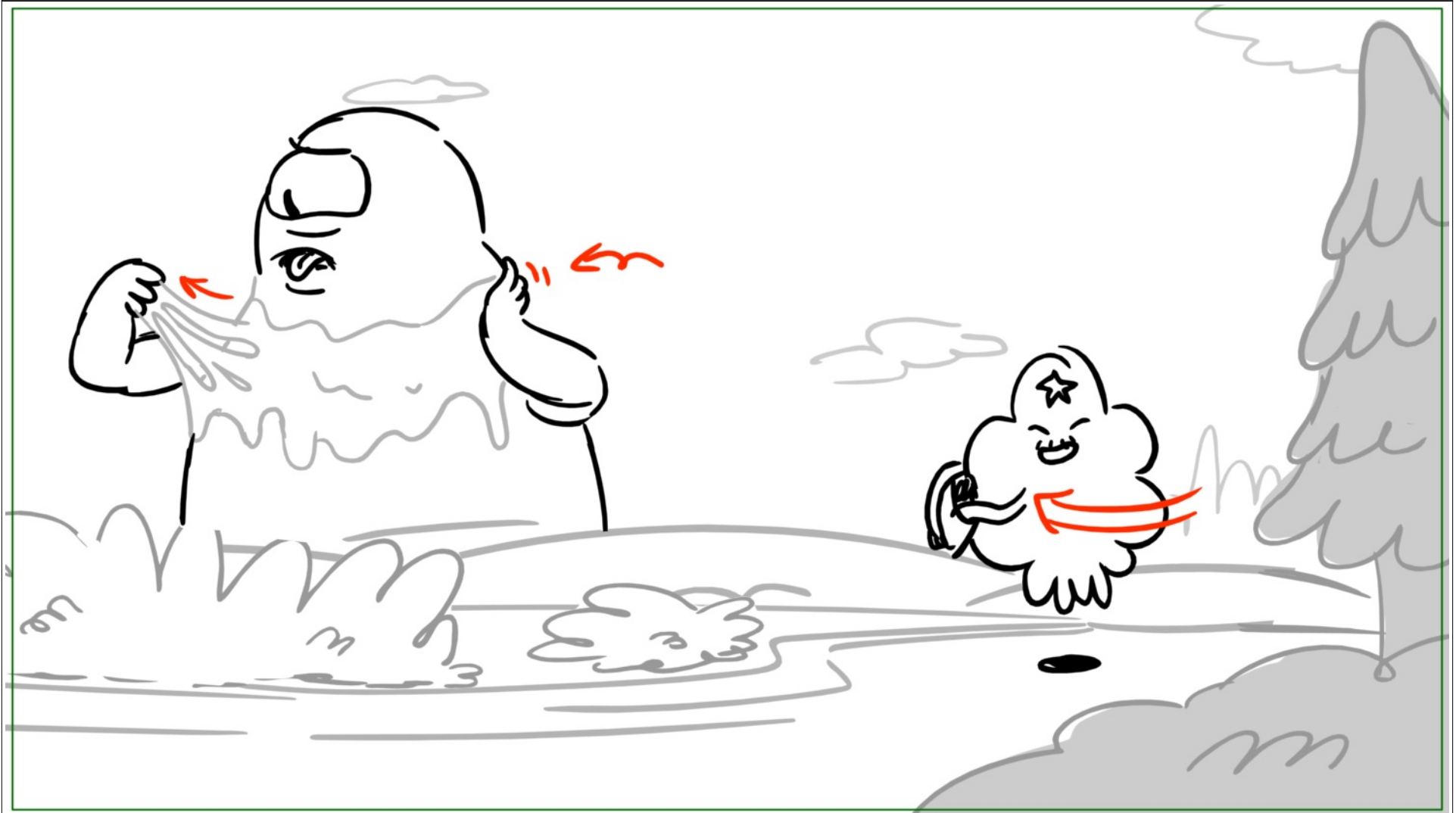
Dialog

LSP: (laughing contd)



Dialog

LSP: (laughing contd)



Dialog

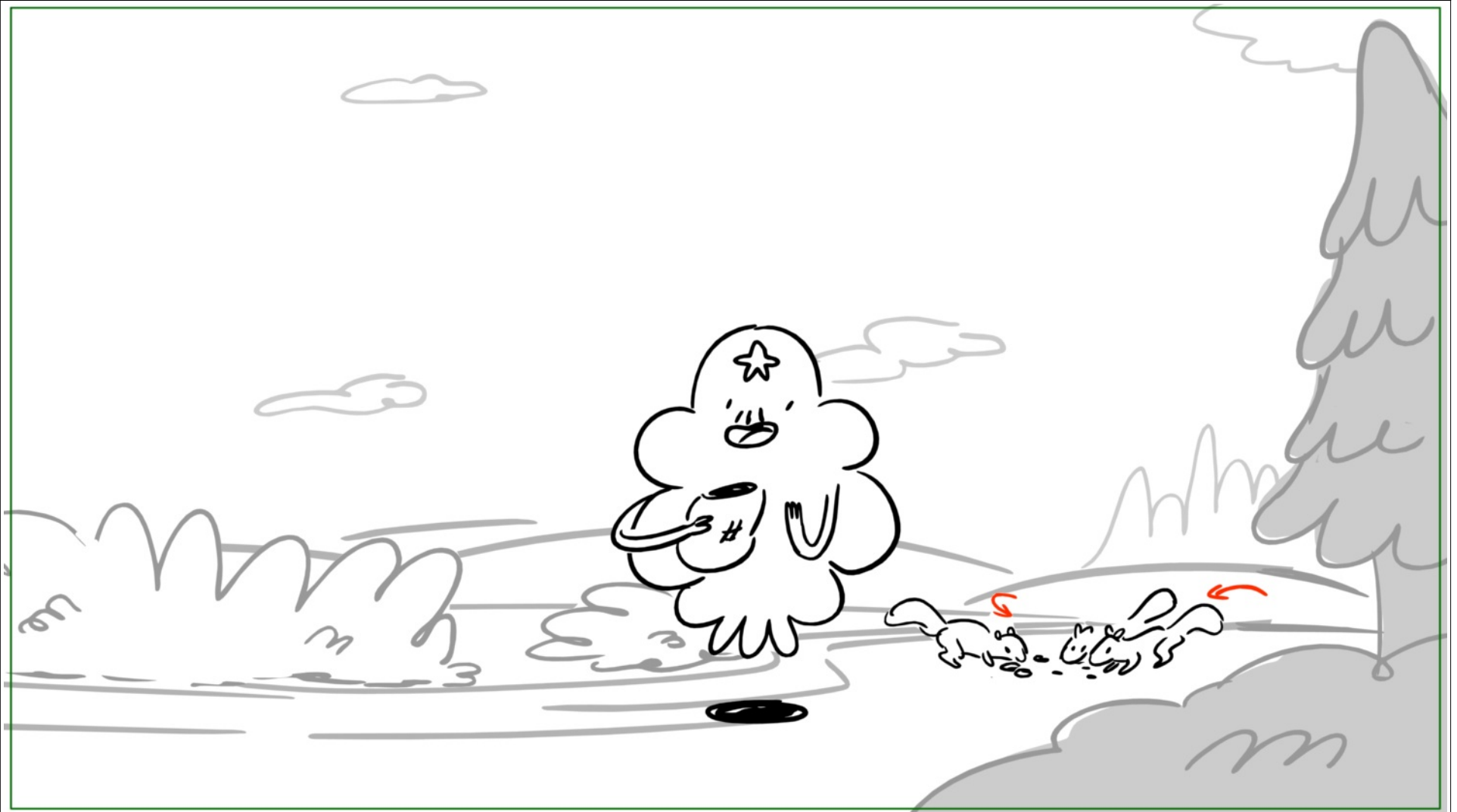
LSP: (laughing contd)





Dialog

LSP: (laughing)



Dialog

LSP: (laughing)



Dialog

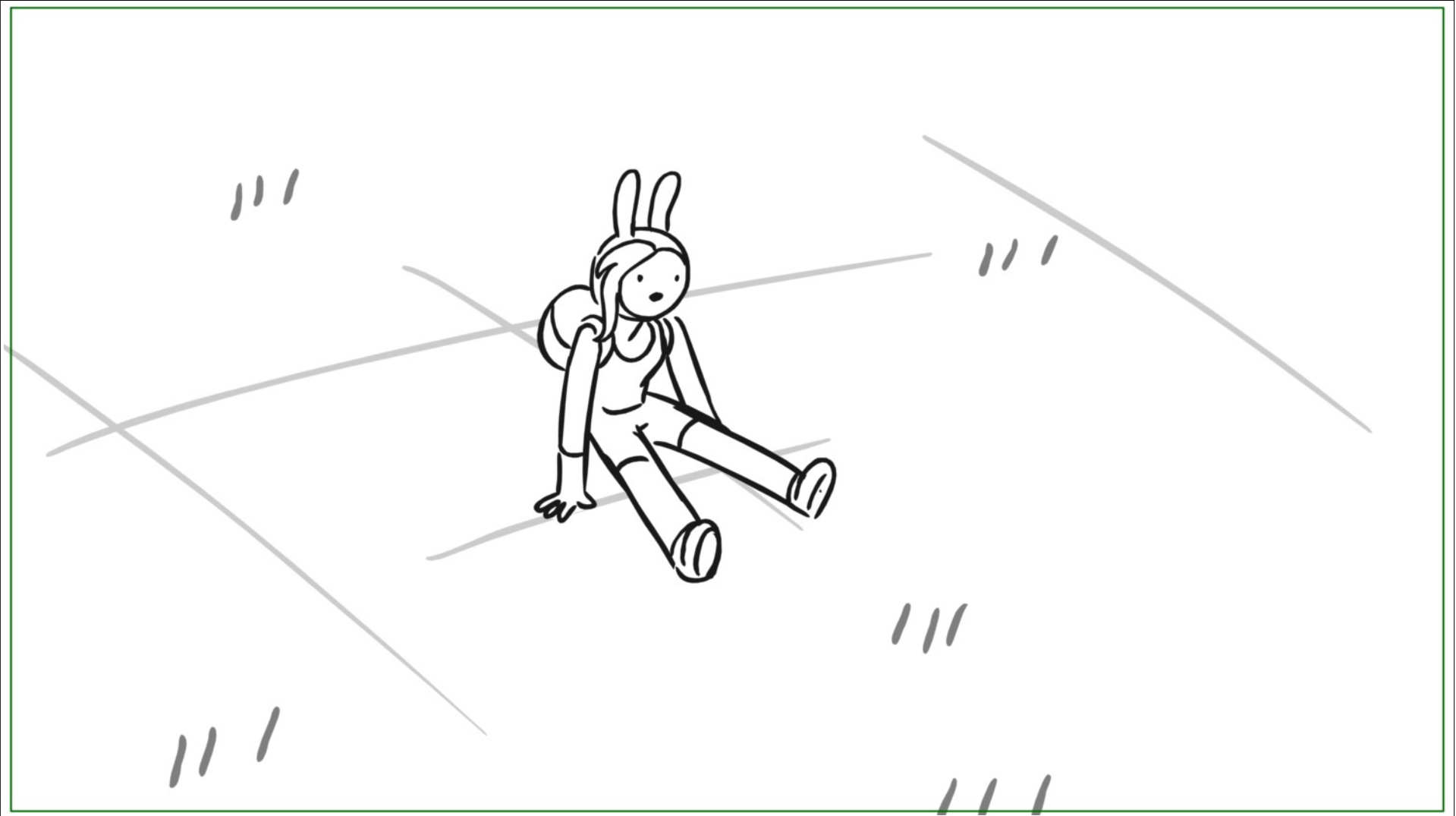
LSP: (laughing)

Scene

005

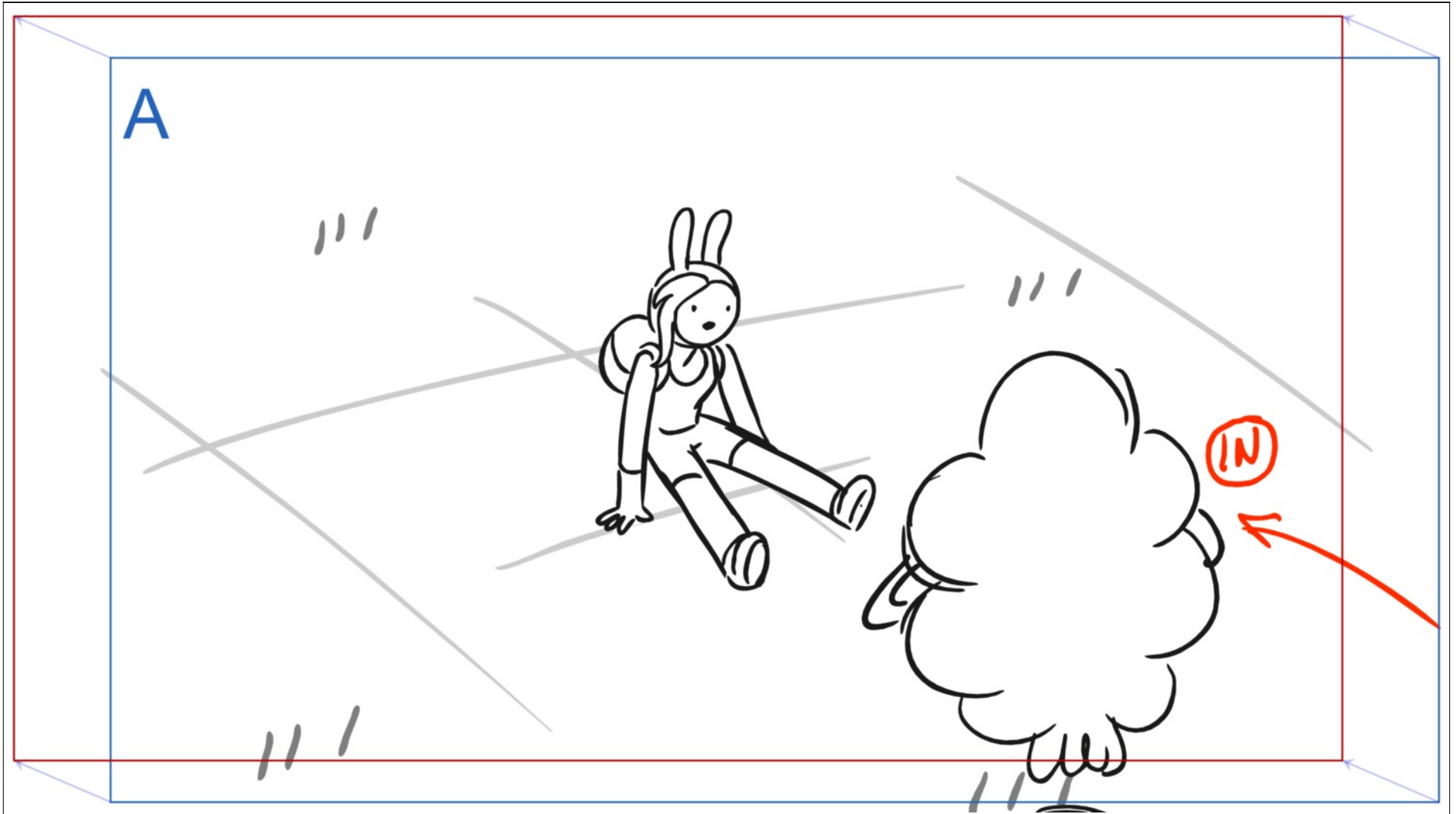
Panel

1



Dialog

F: Ellis P??



Dialog

F: Ellis P??

B



Dialog

LSP: Look --



Dialog

LSP: -- at me!



## Dialog

LSP: I'm beautiful now!

ALT: I'm even more beautiful now!







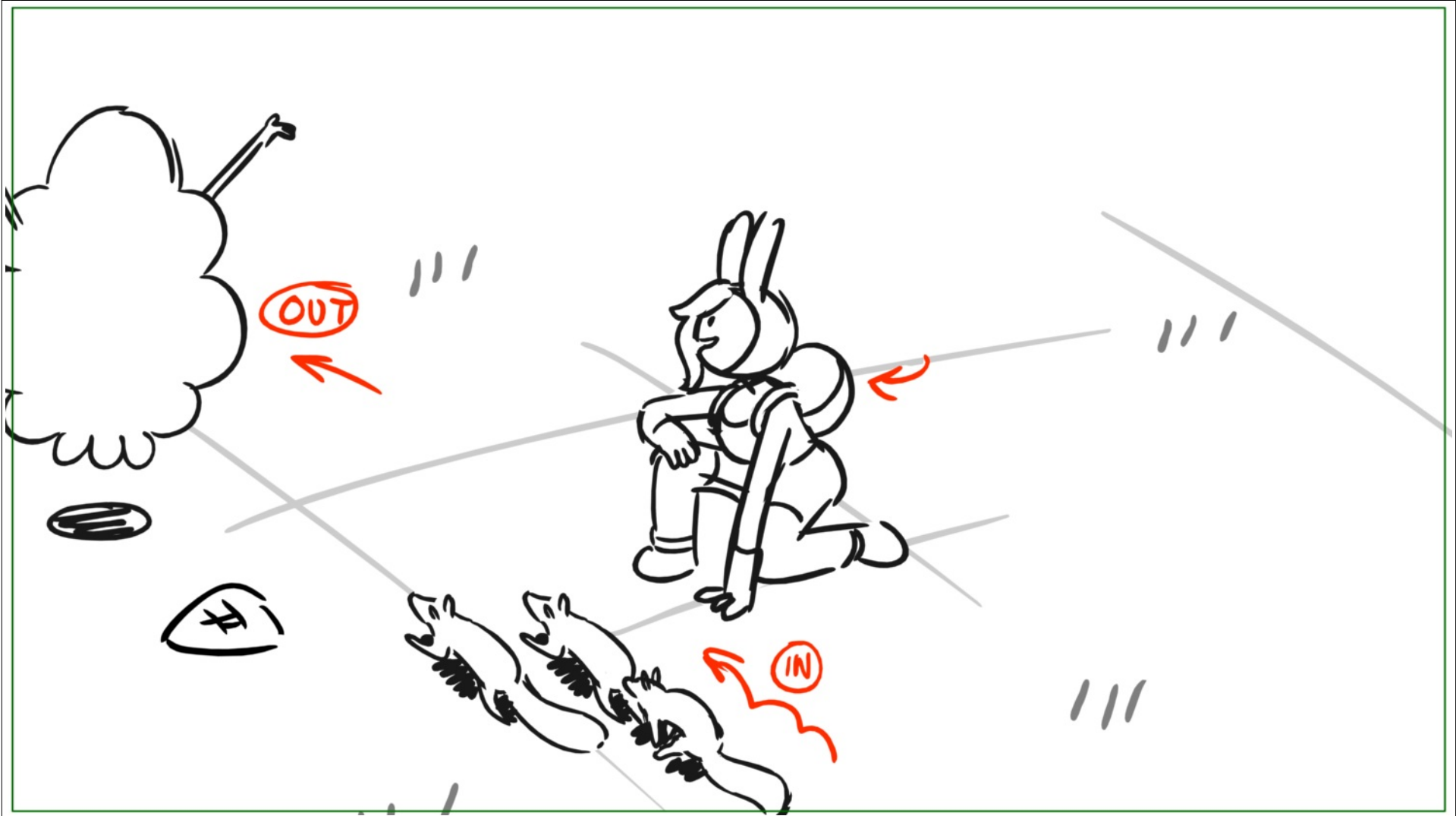
Dialog

LSP: Hahahaha!



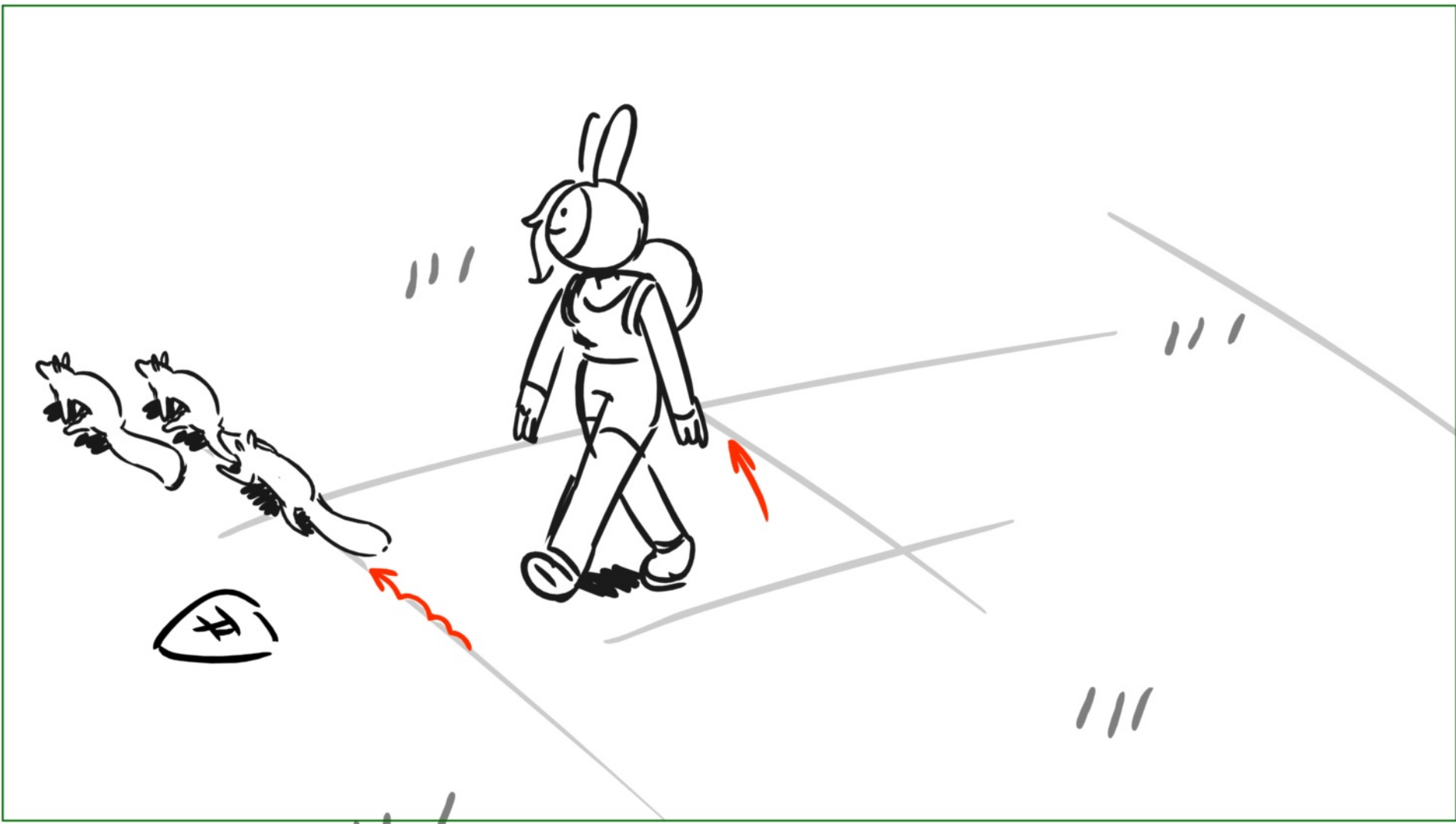
Dialog

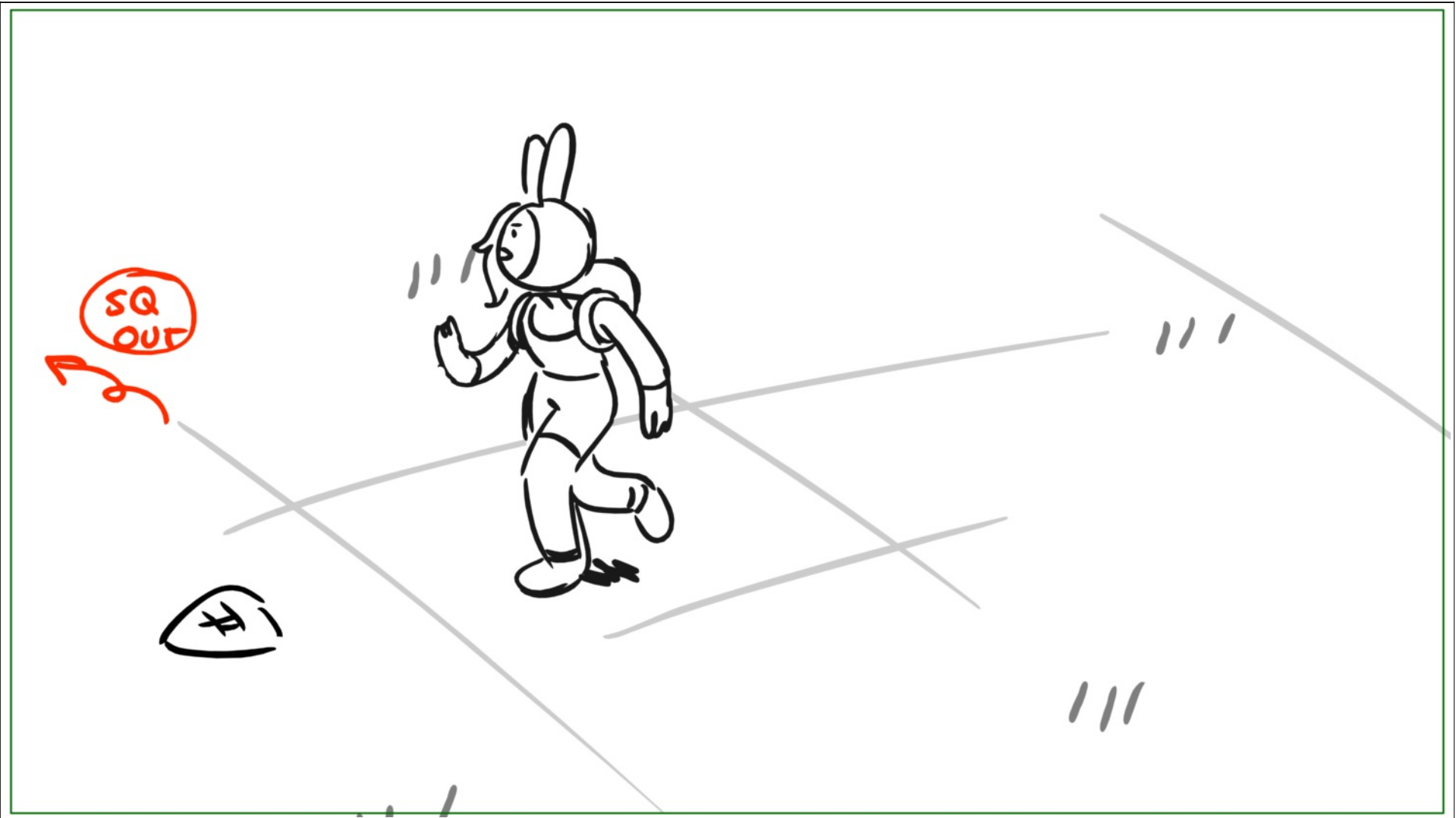
LSP: Chase me!



Dialog

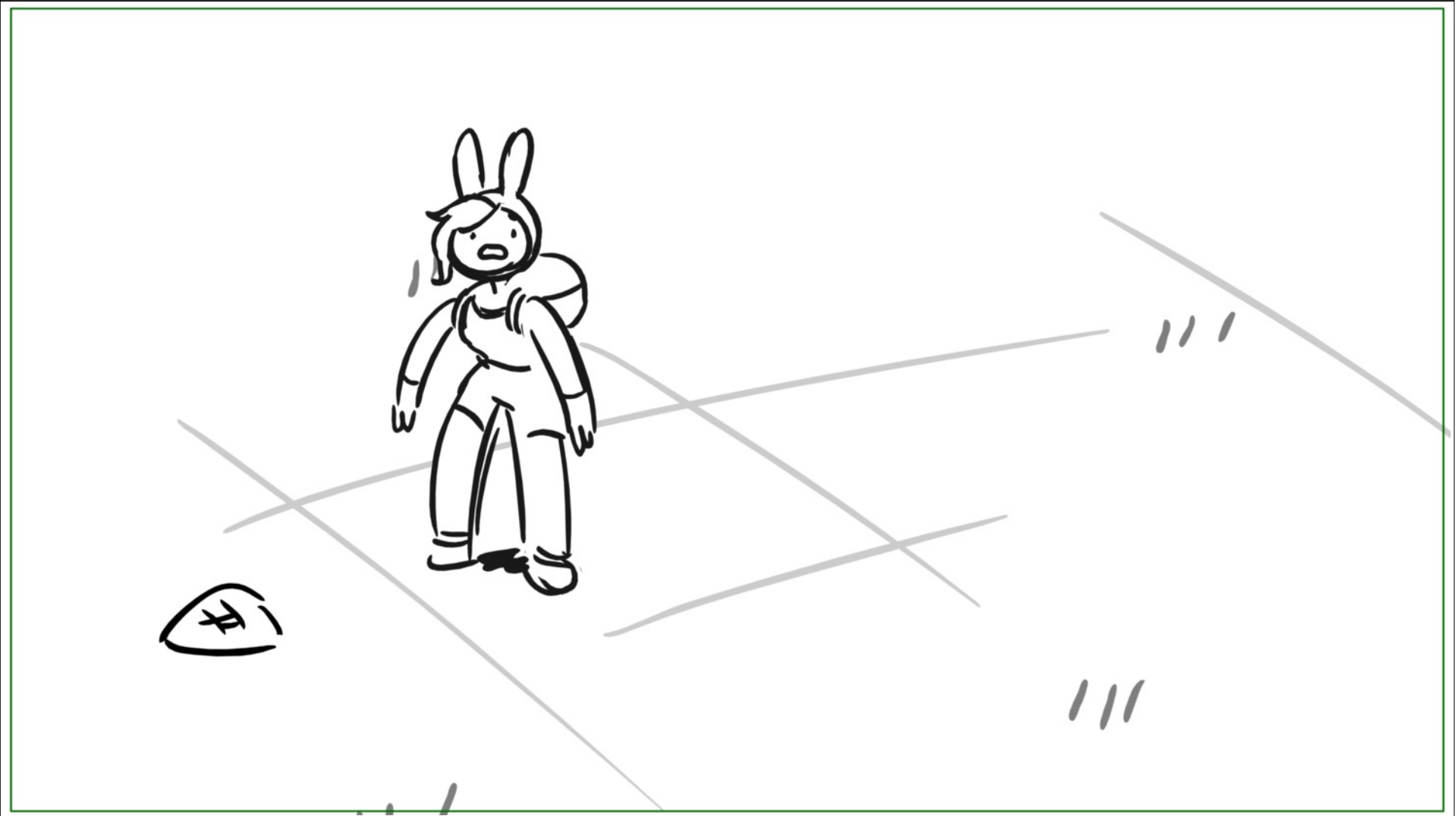
LSP: Hahahaha!





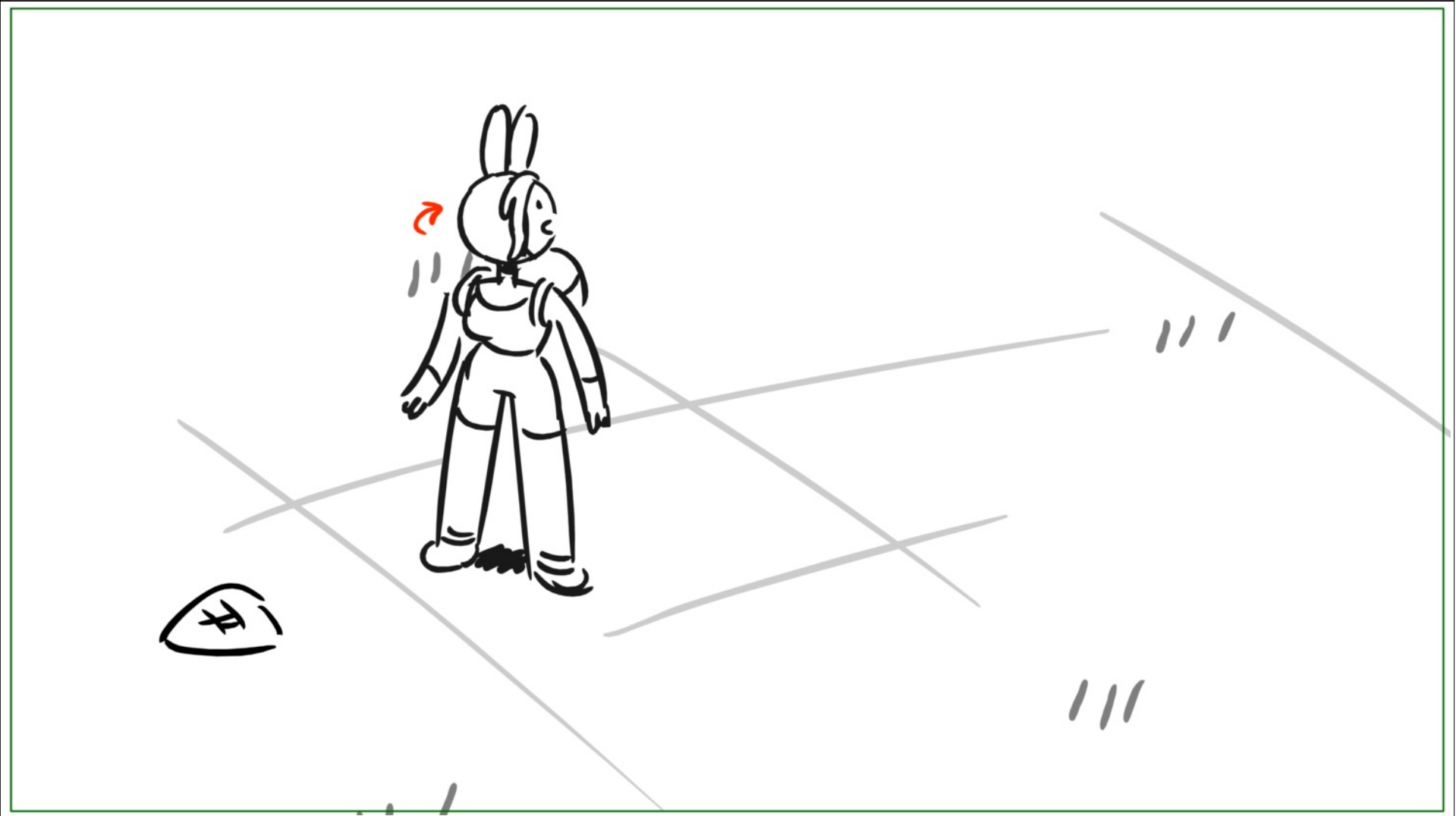
Dialog

F: Wait...



Dialog

F: Where's Cake??



Dialog

C: (OS) Fiona!!!



Scene

006

Panel

1



Dialog

C: Fiooonaaaa!



Scene

006

Panel

3



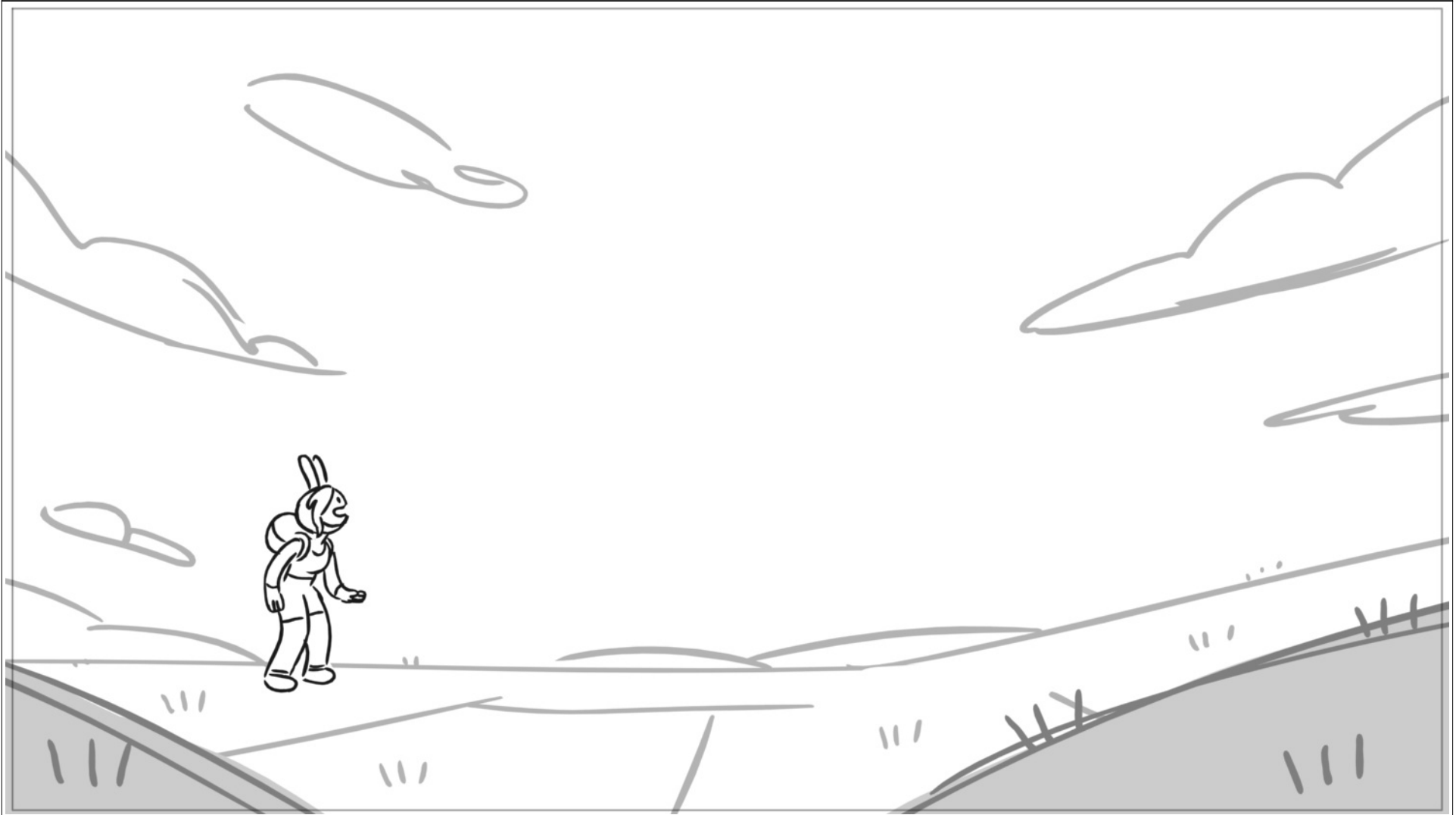


Scene

007

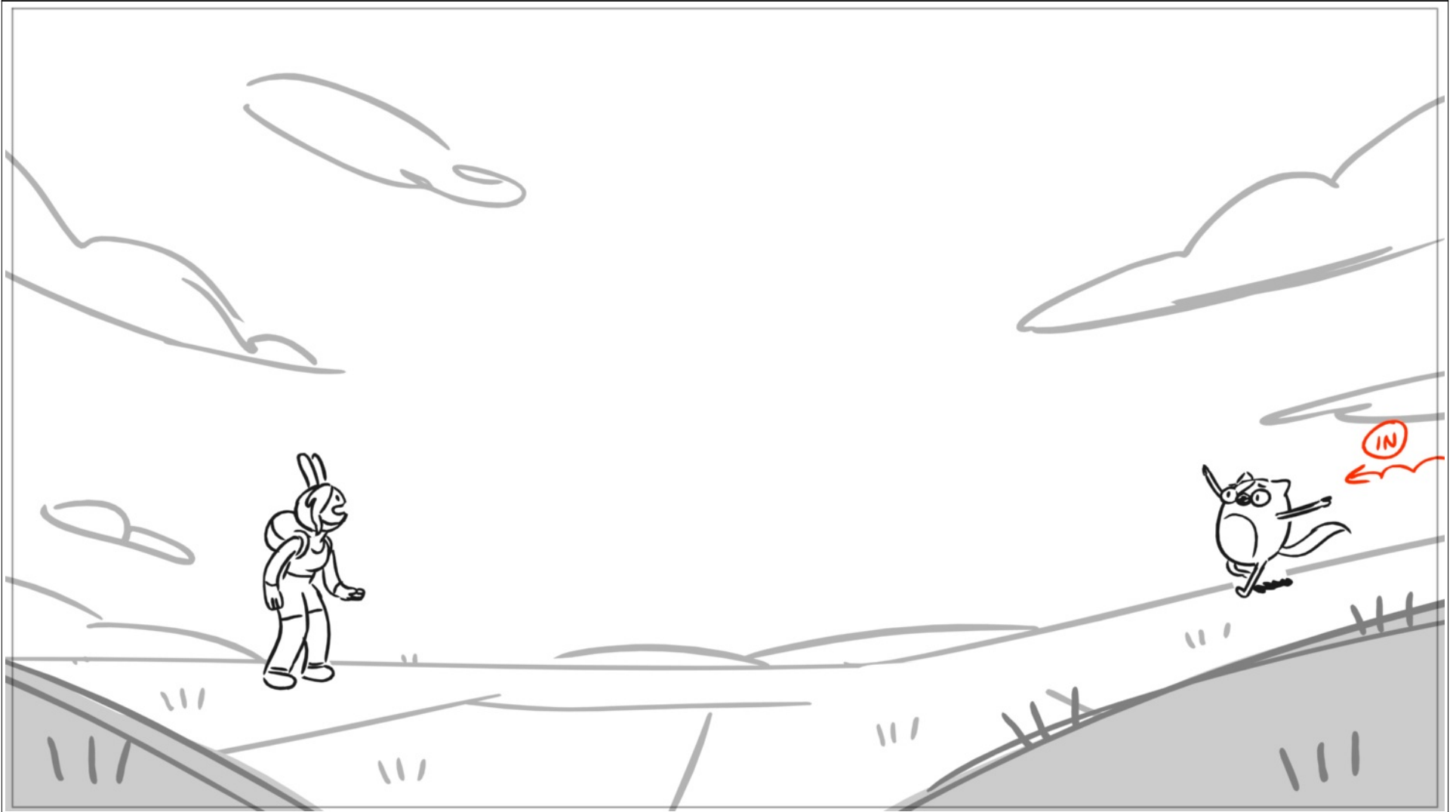
Panel

1



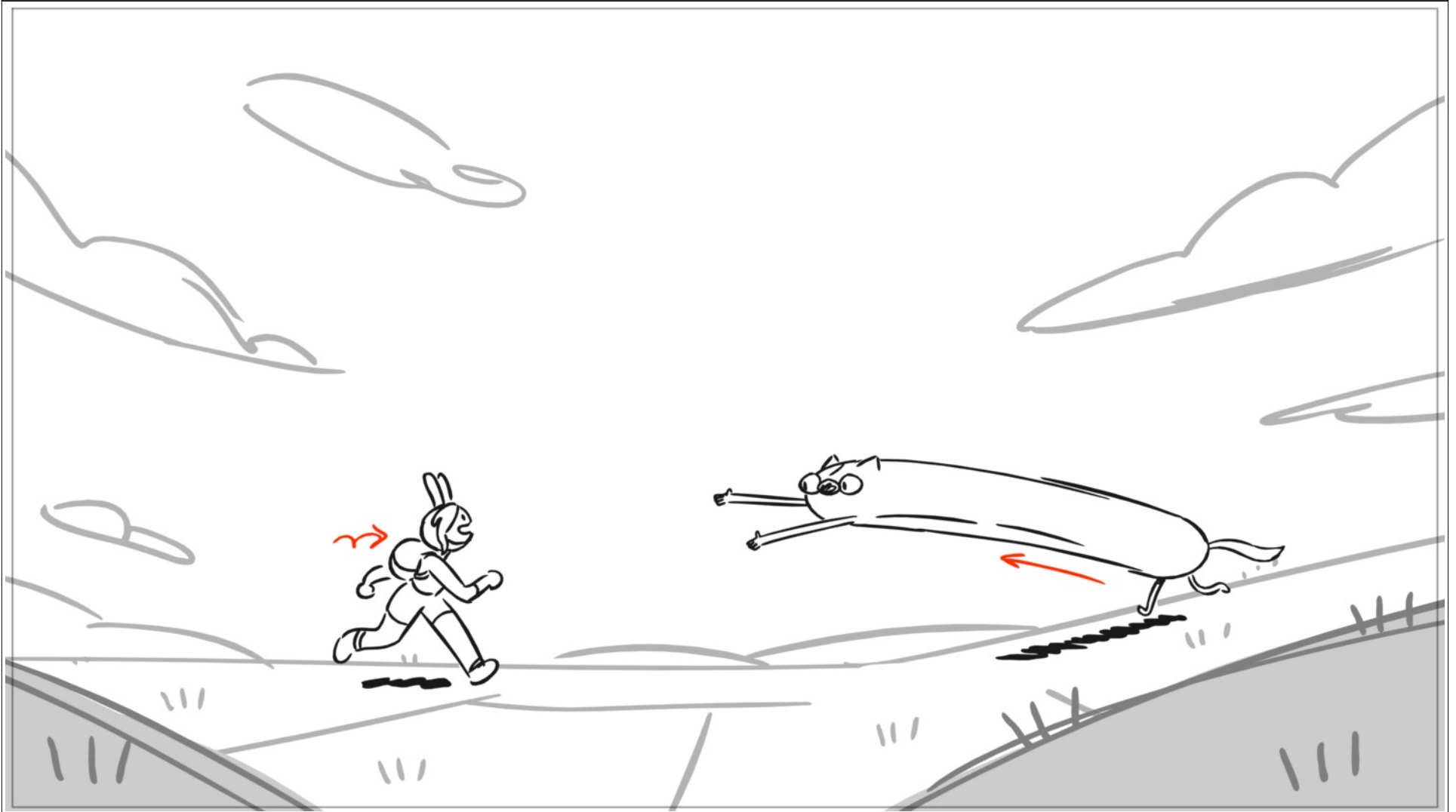
Dialog

F: Cake!!



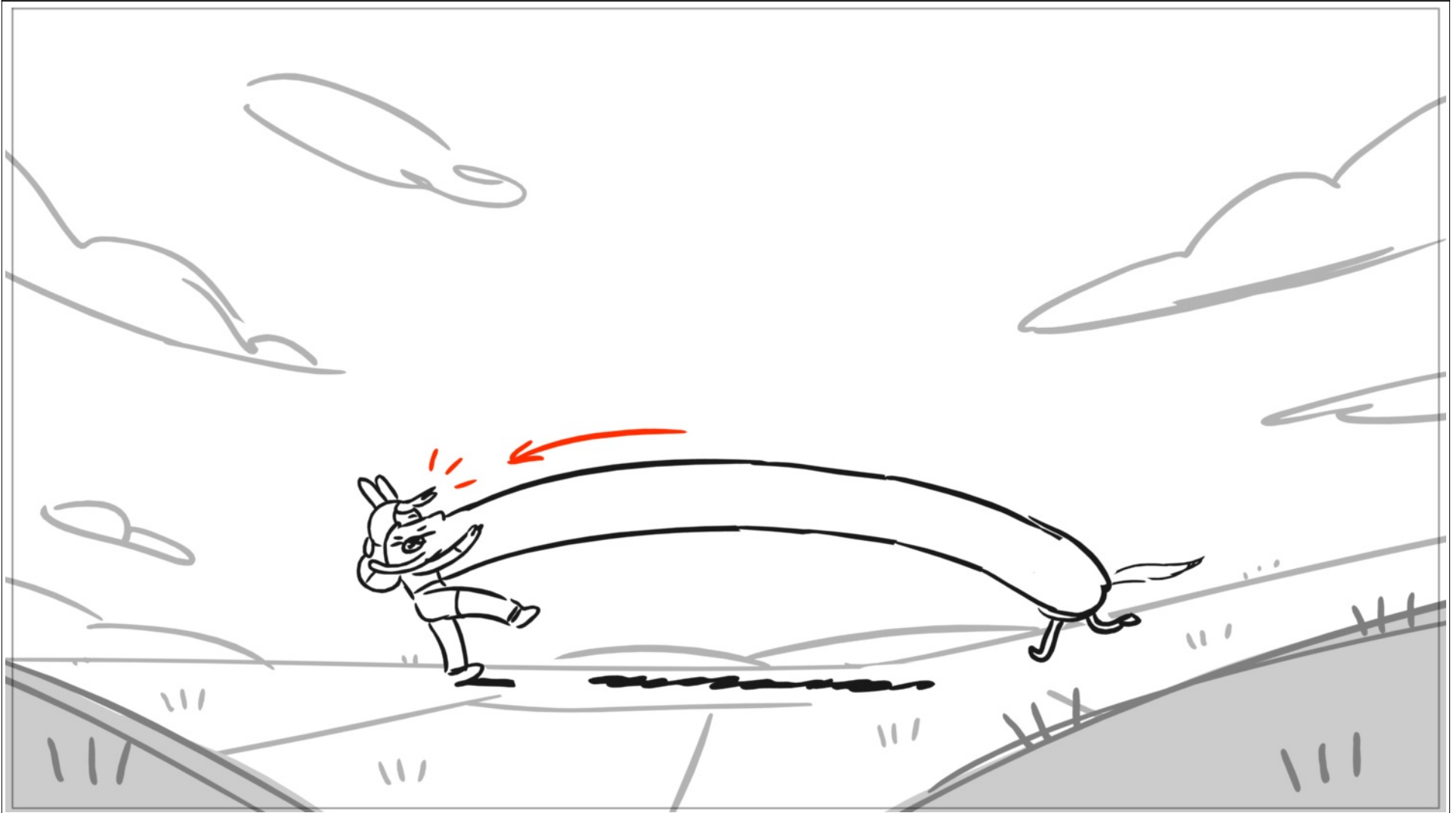
Dialog

F&amp;C: (laughing/making happy sounds)



Dialog

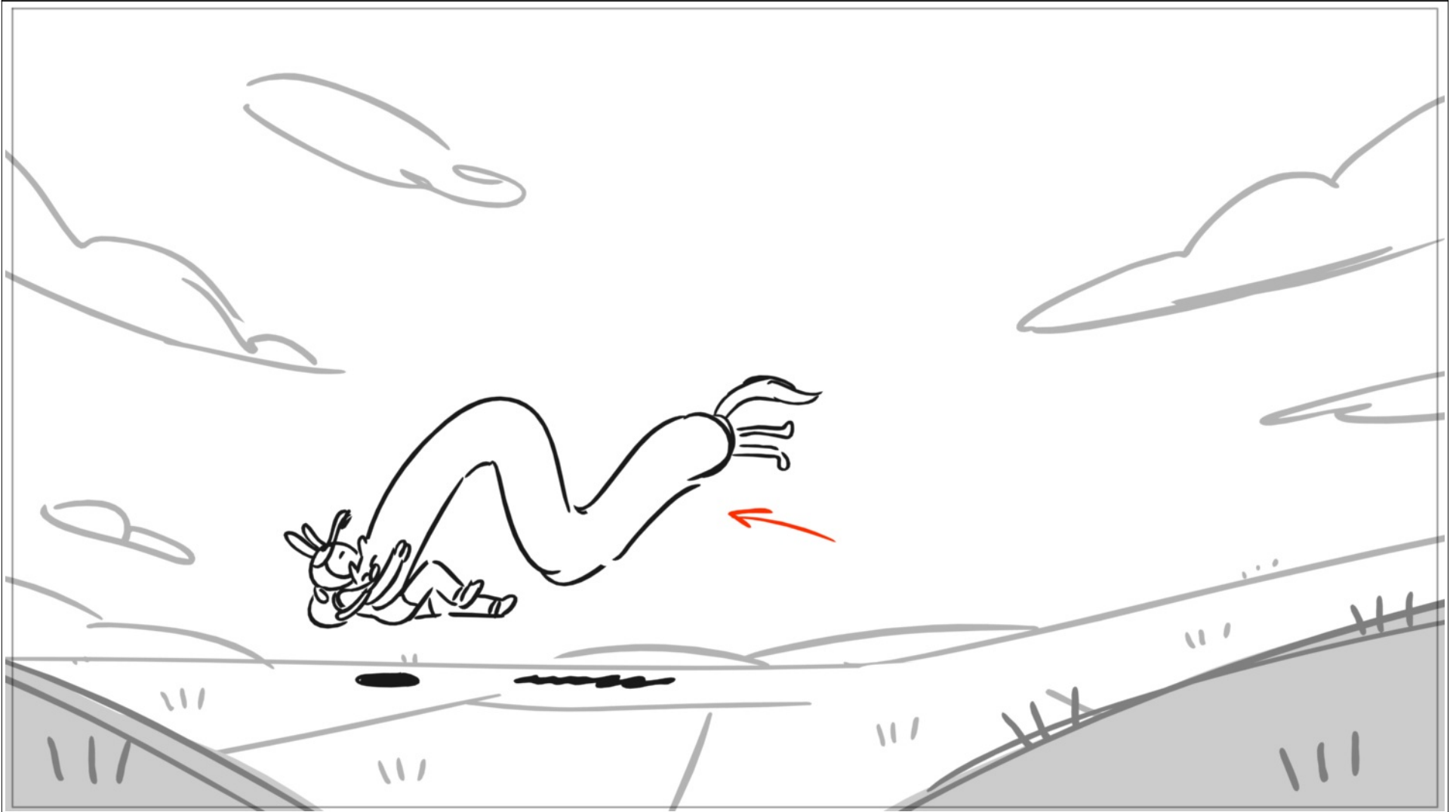
F&amp;C: (laughing/making happy sounds)

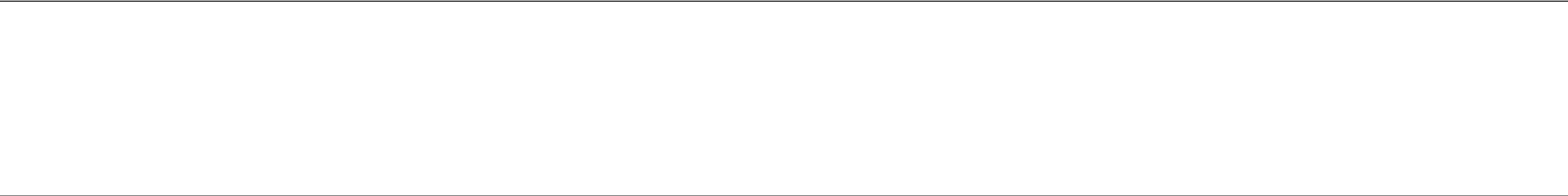


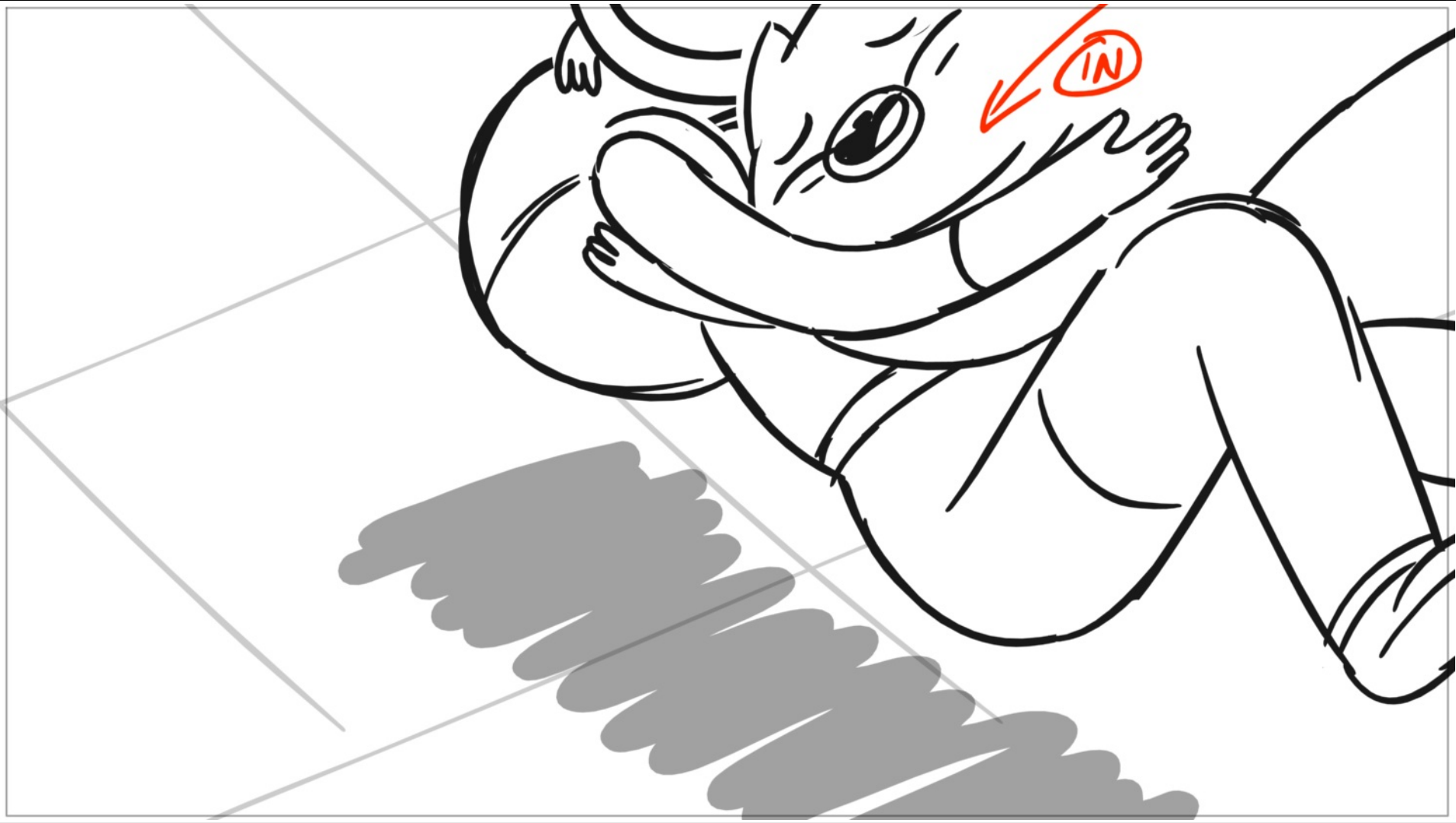
Dialog

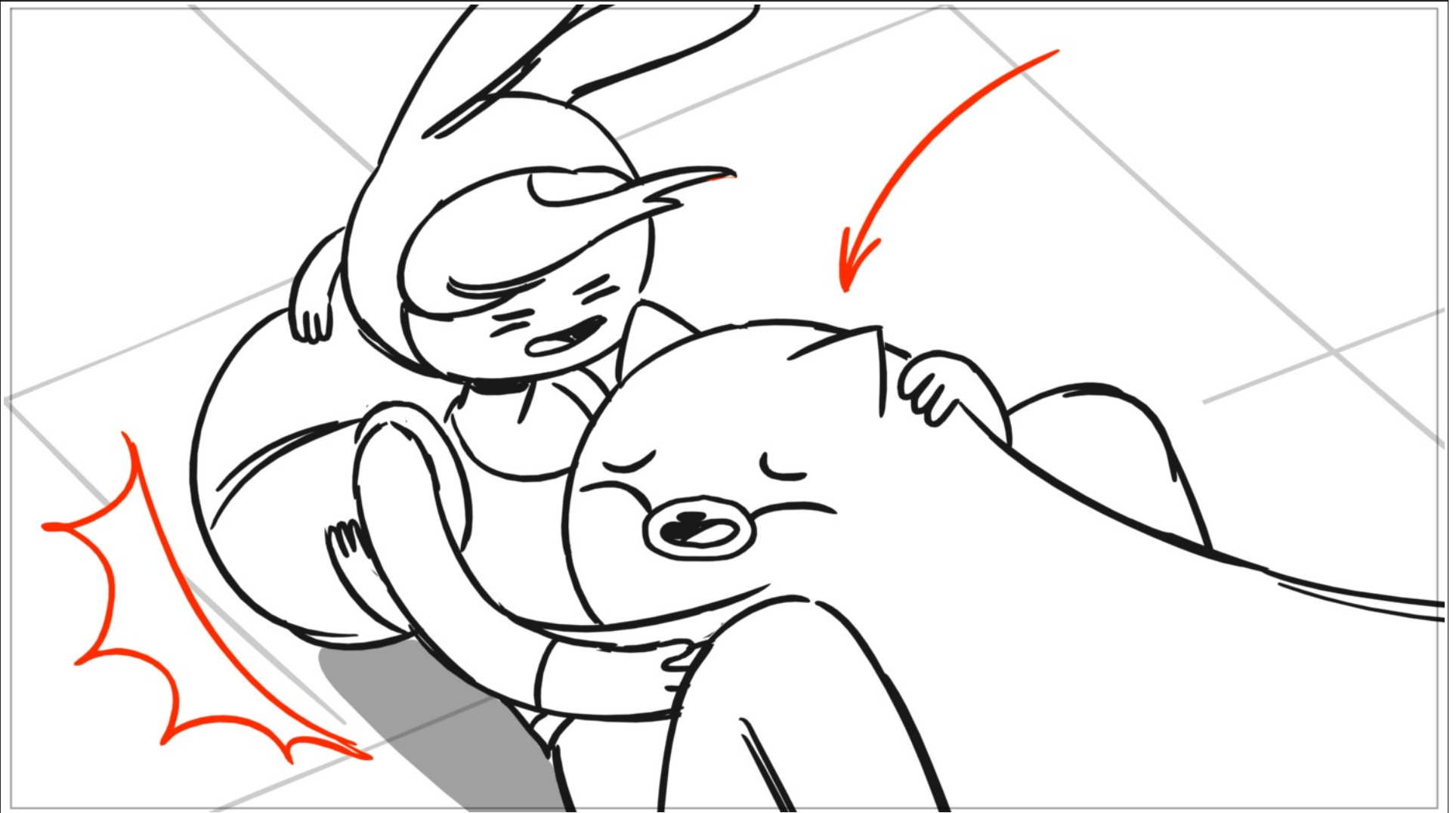
F: (impact)





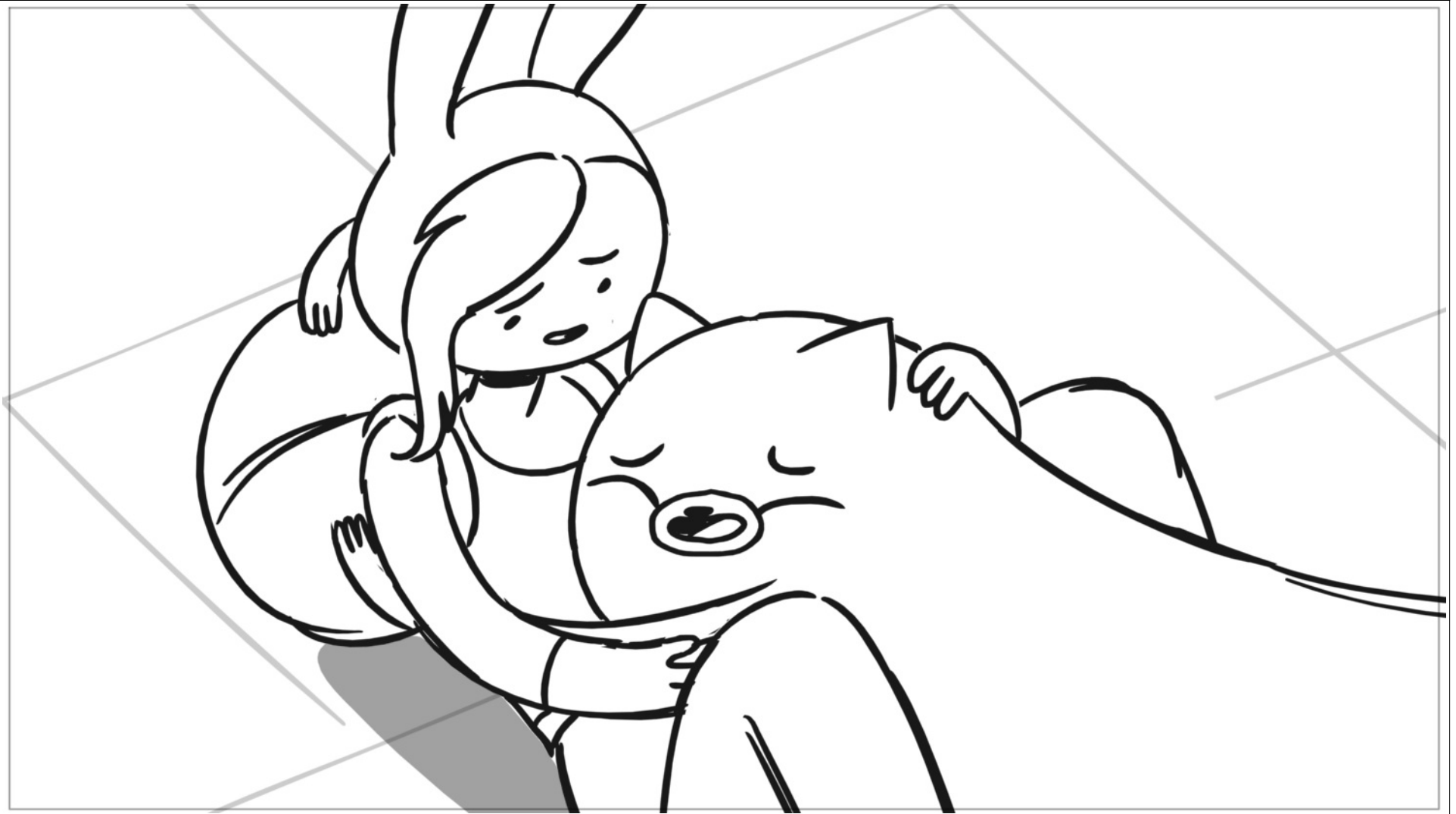






Dialog

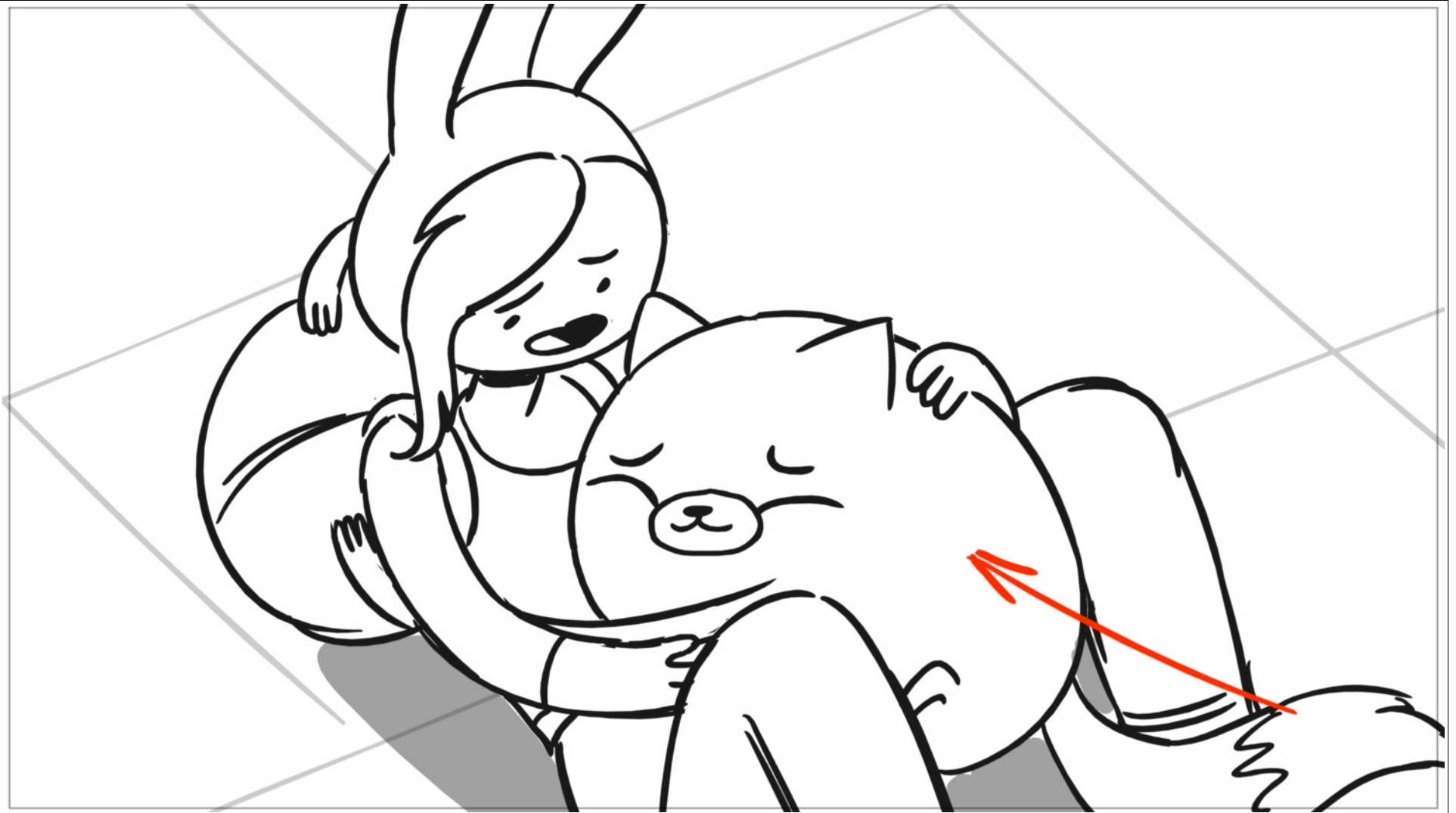
C: It --



Dialog

C: --worked!

ALT: It worked! I kept everything!/I'm me!



Dialog

F: Simon --



Dialog

F: --did it!

Scene

008

Panel

7



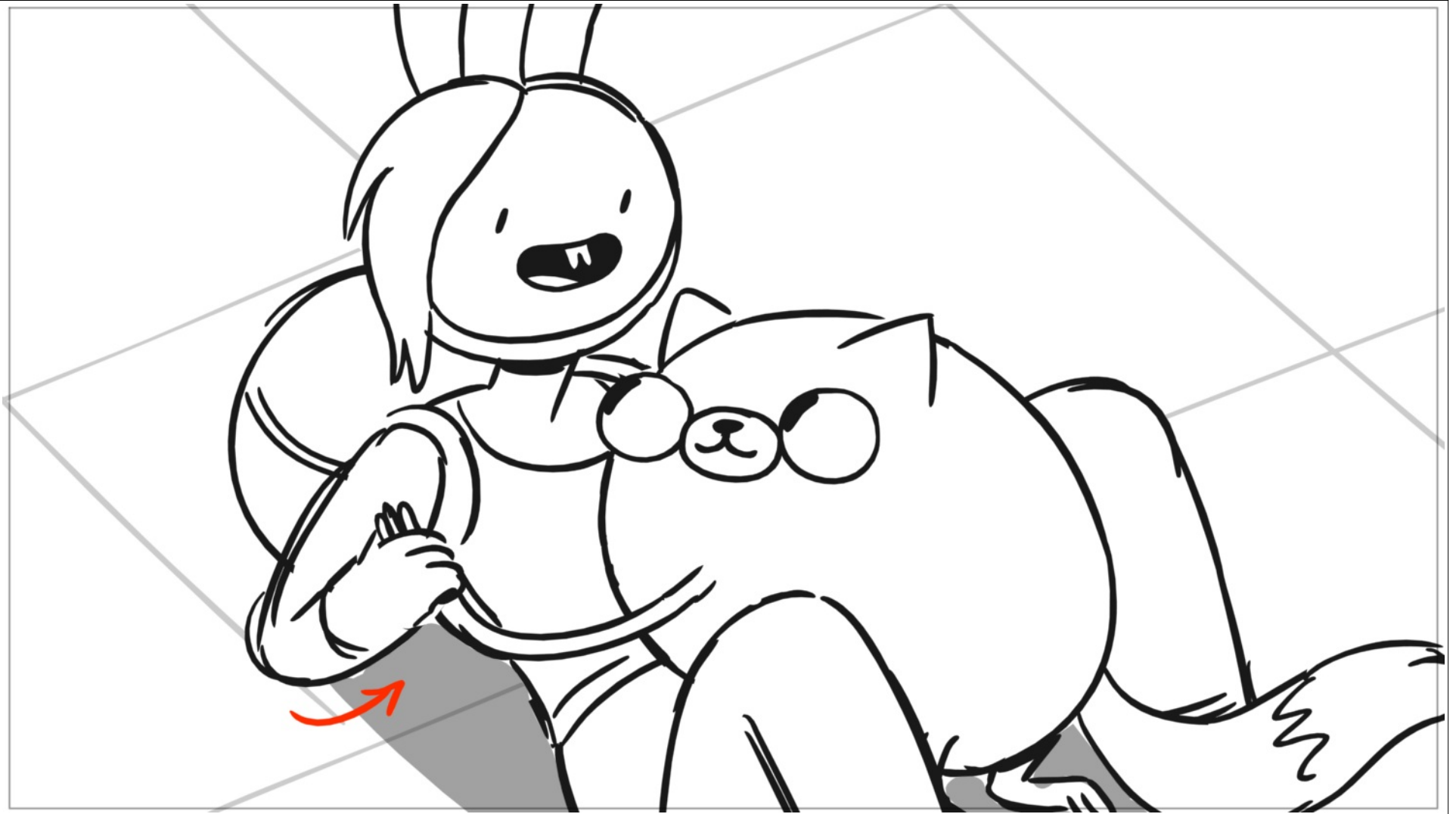
Dialog  
(beat)





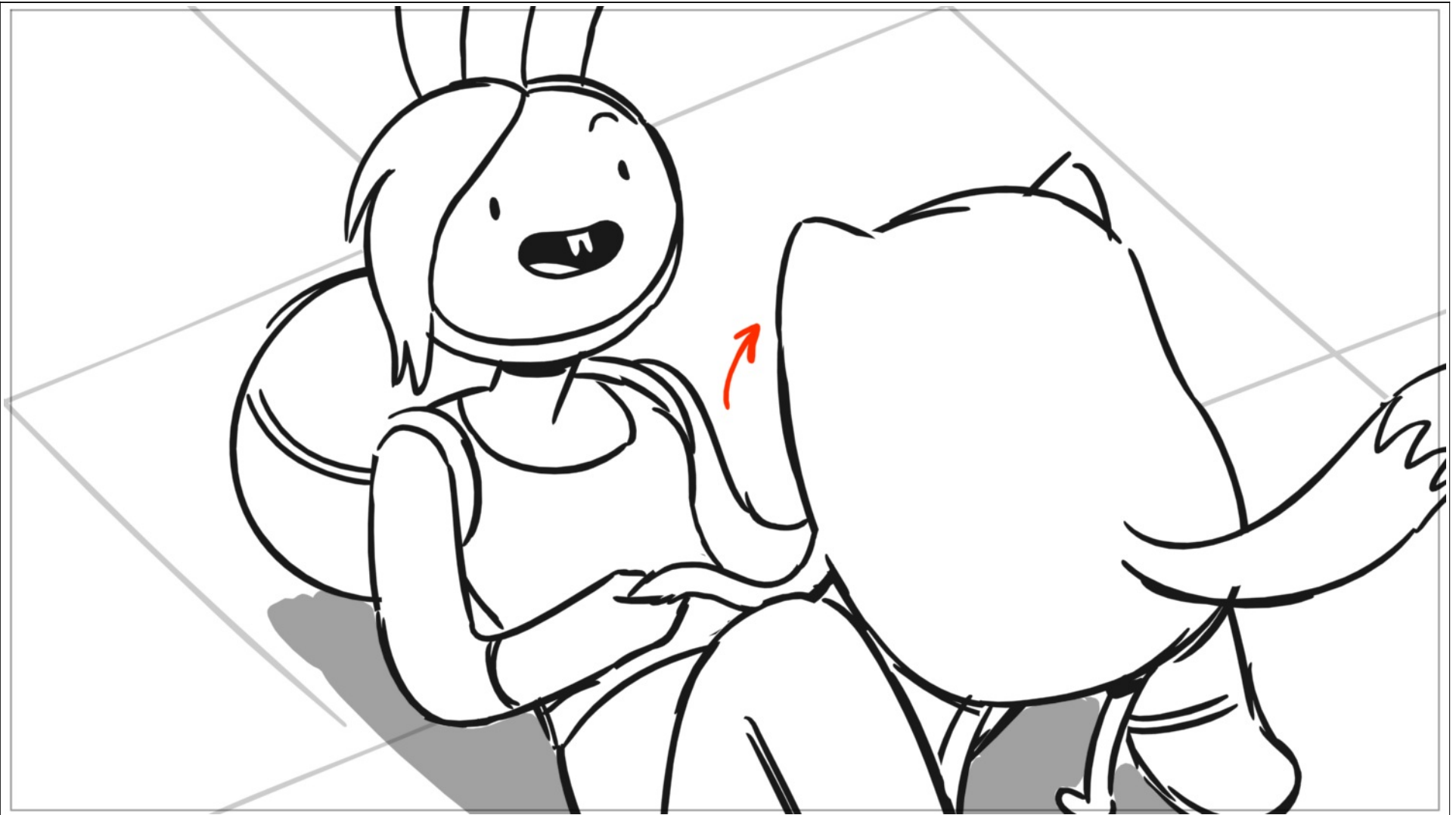
Dialog

F: Let's ...



Dialog

F: Let's --



Dialog

F: -- go to our house!

Scene

009

Panel

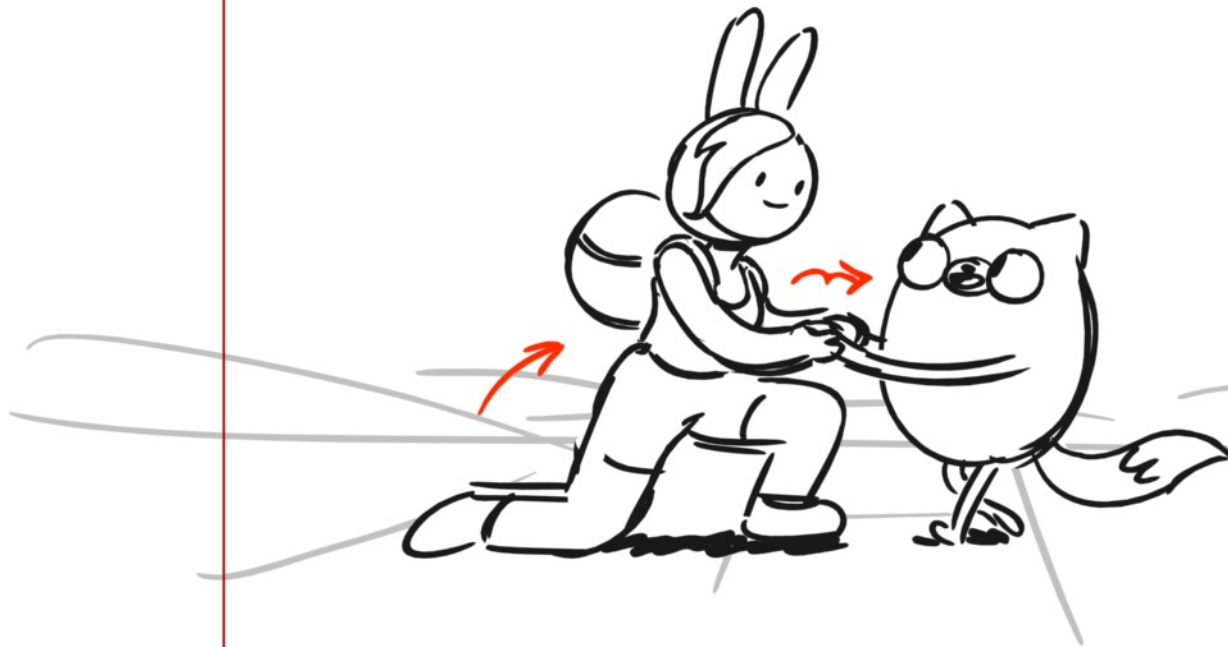
1



Dialog

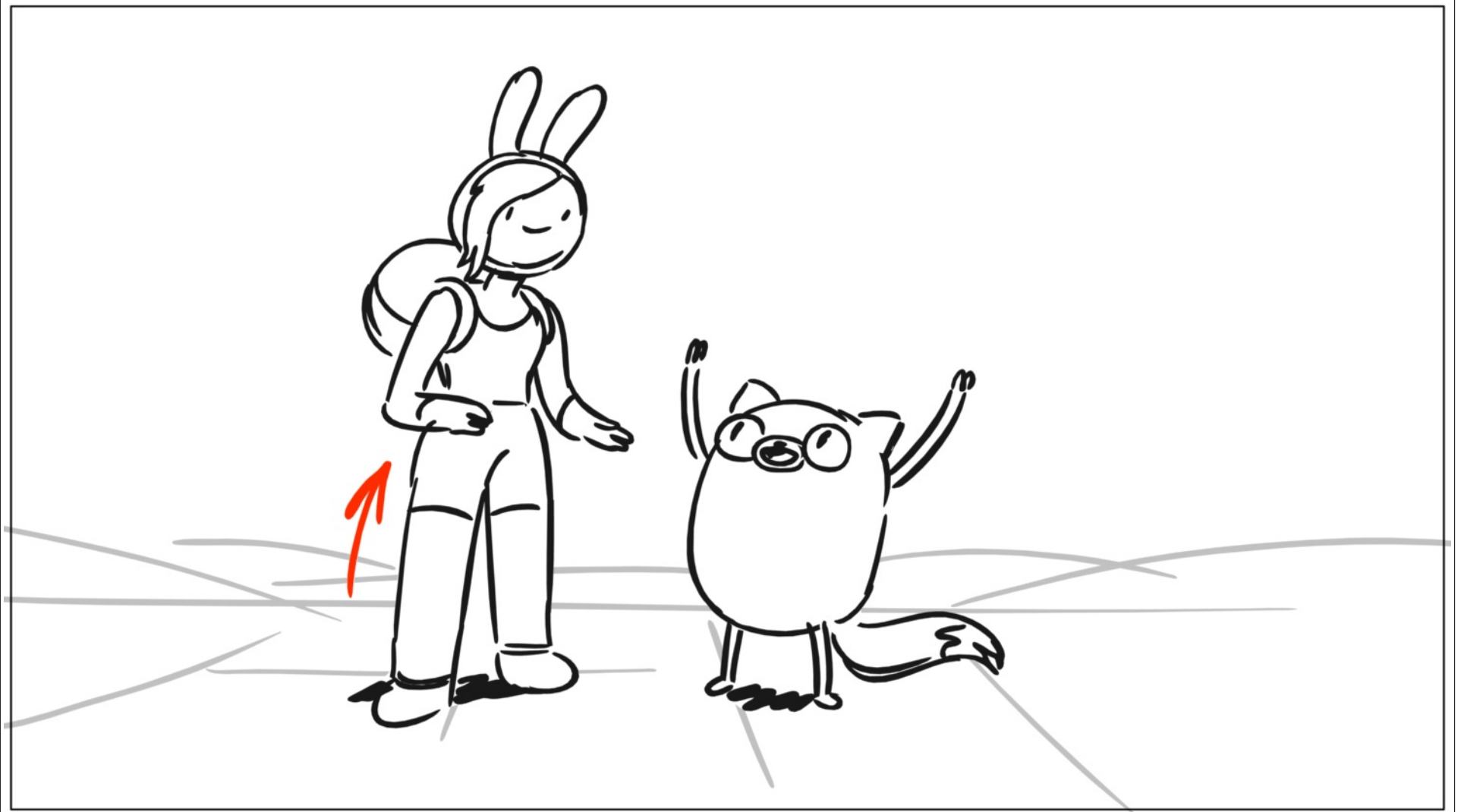
C: Yeah!

A



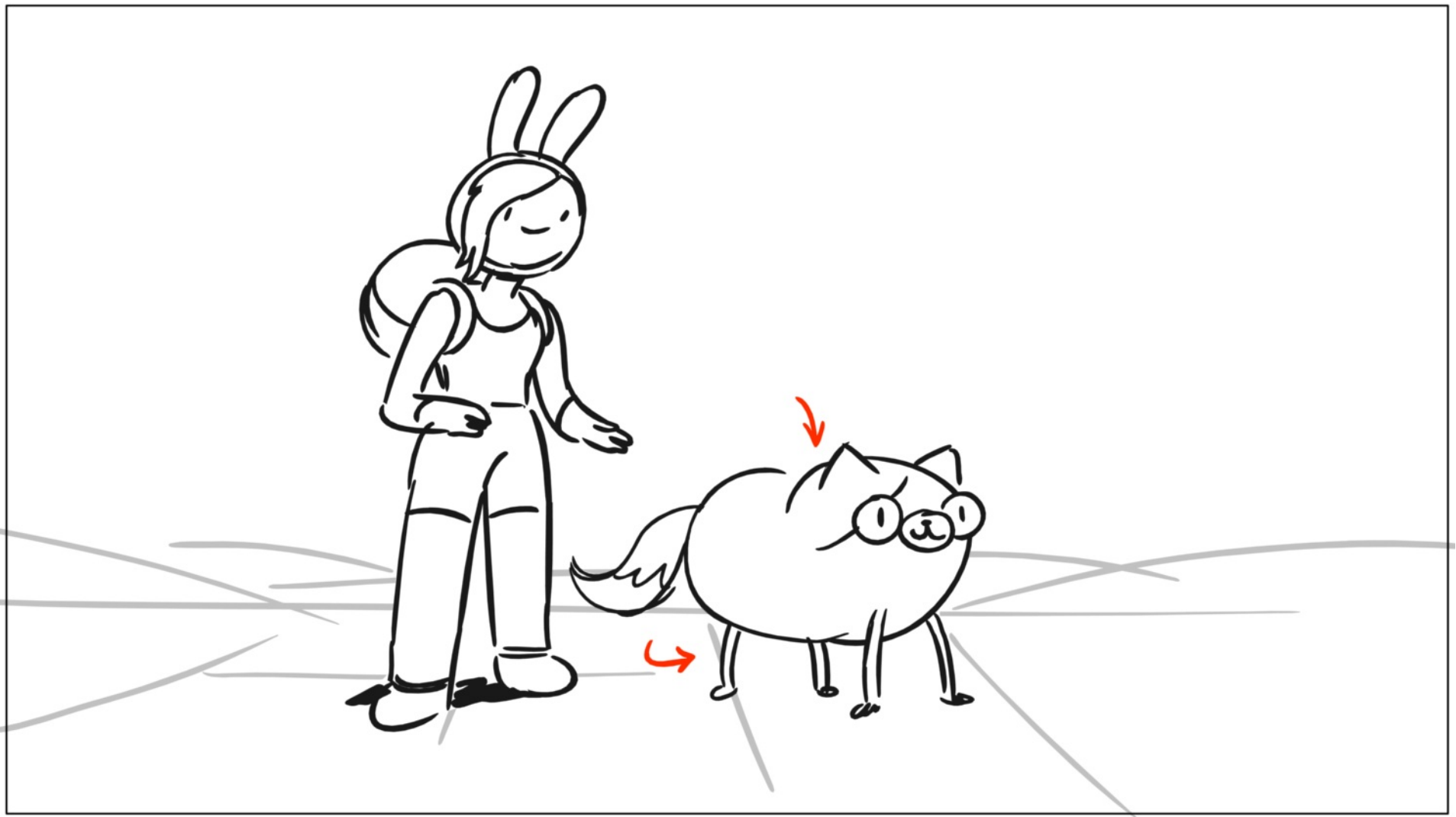
Dialog

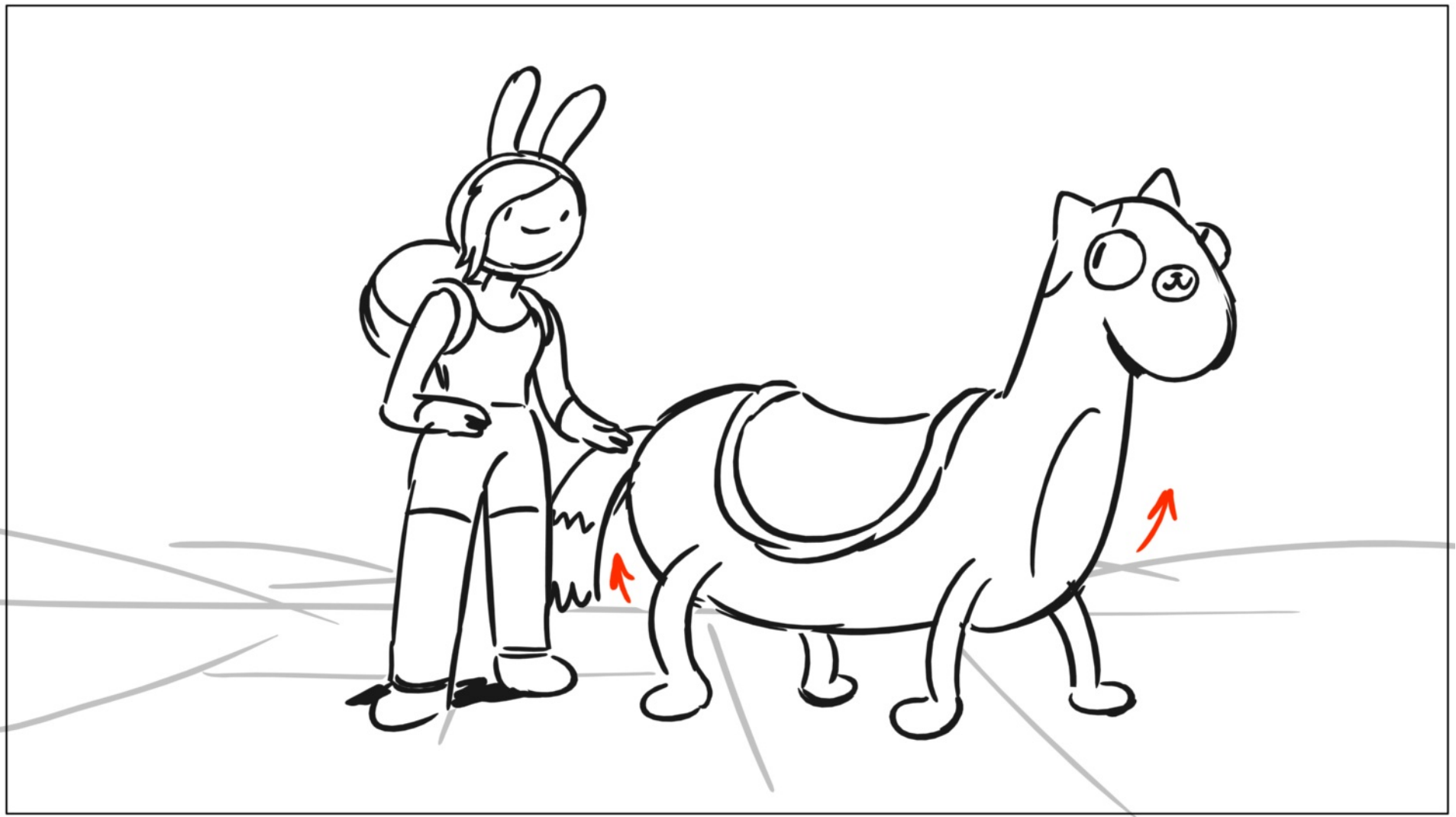
C: We can --



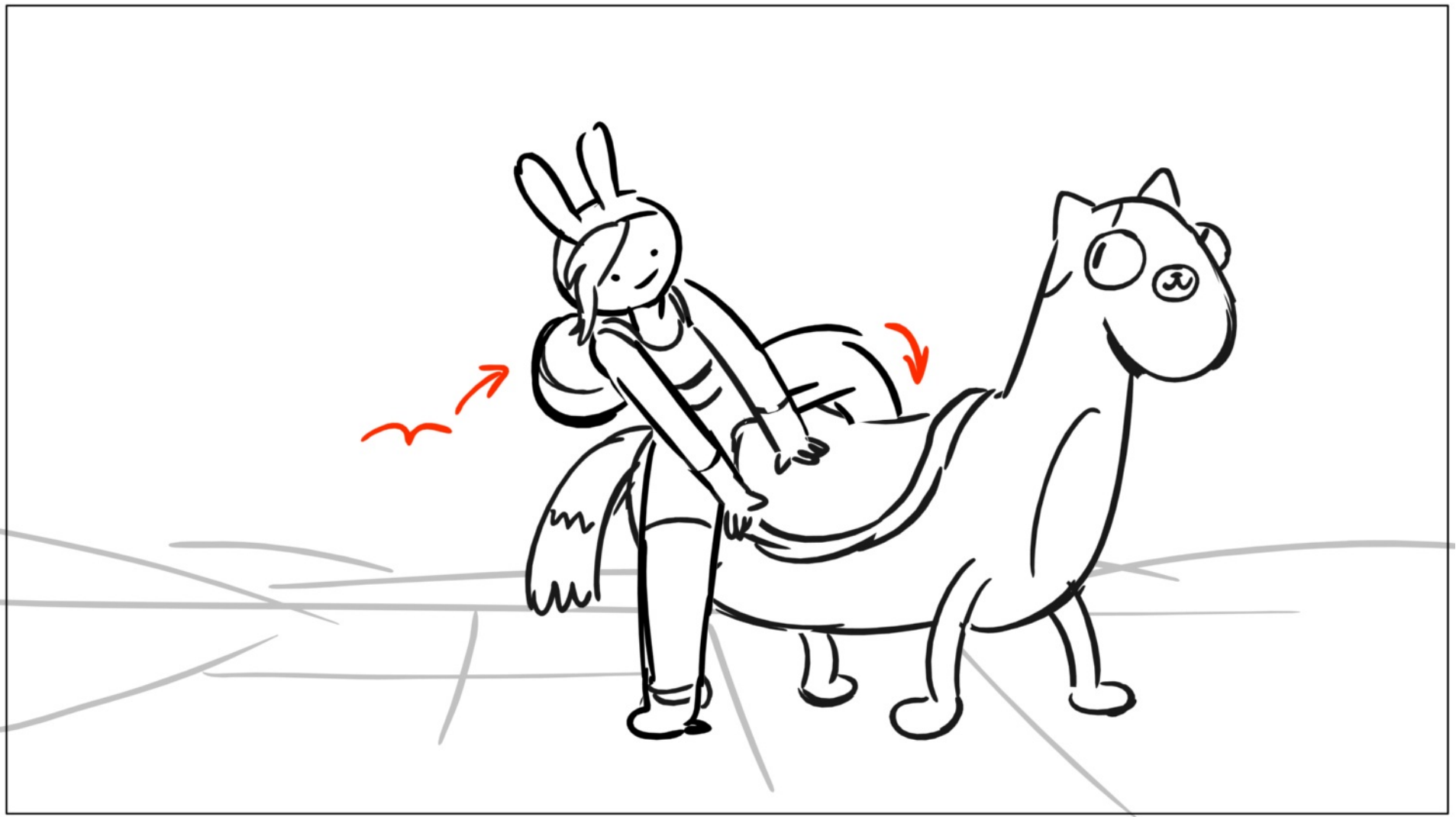
Dialog

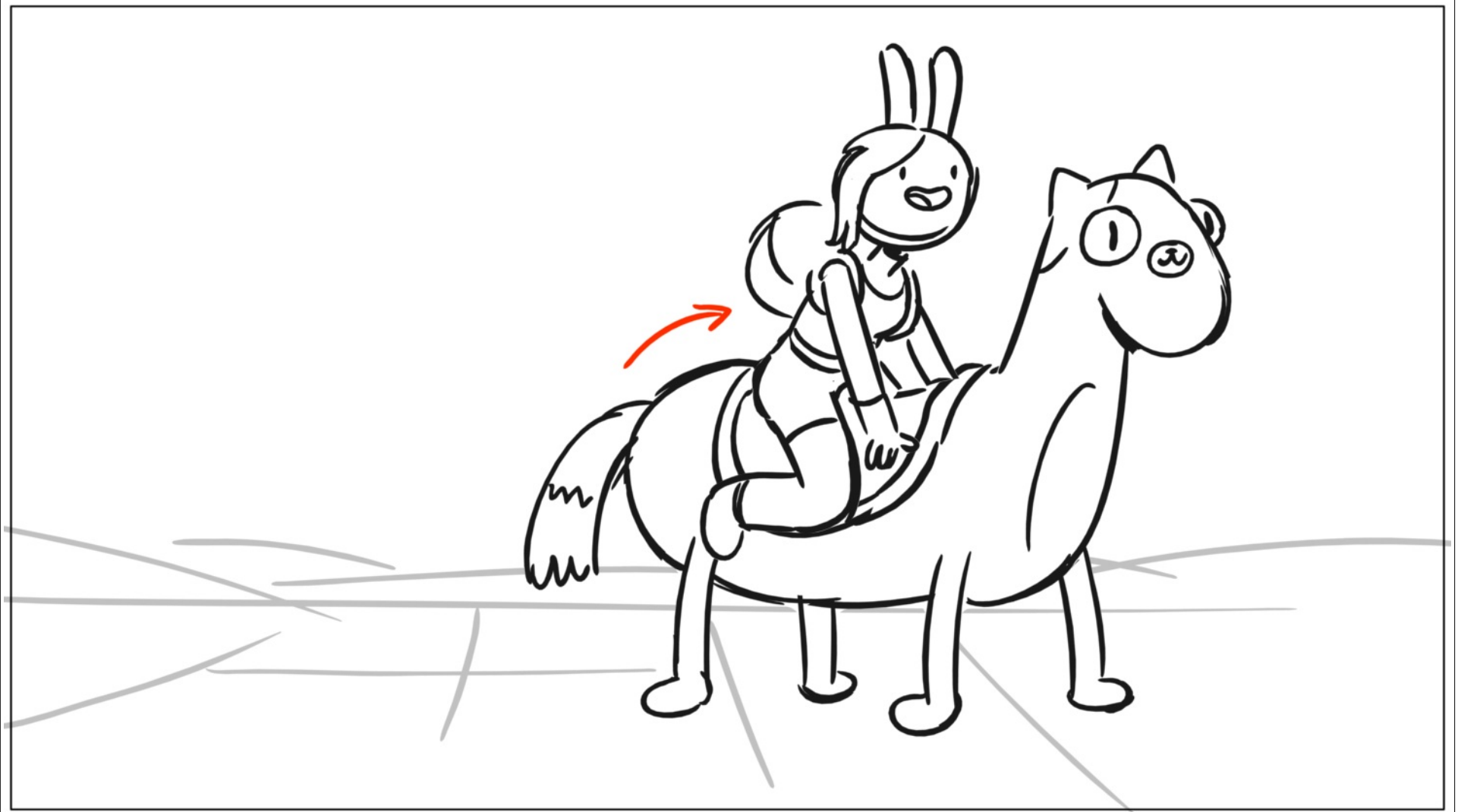
C: --throw a party!





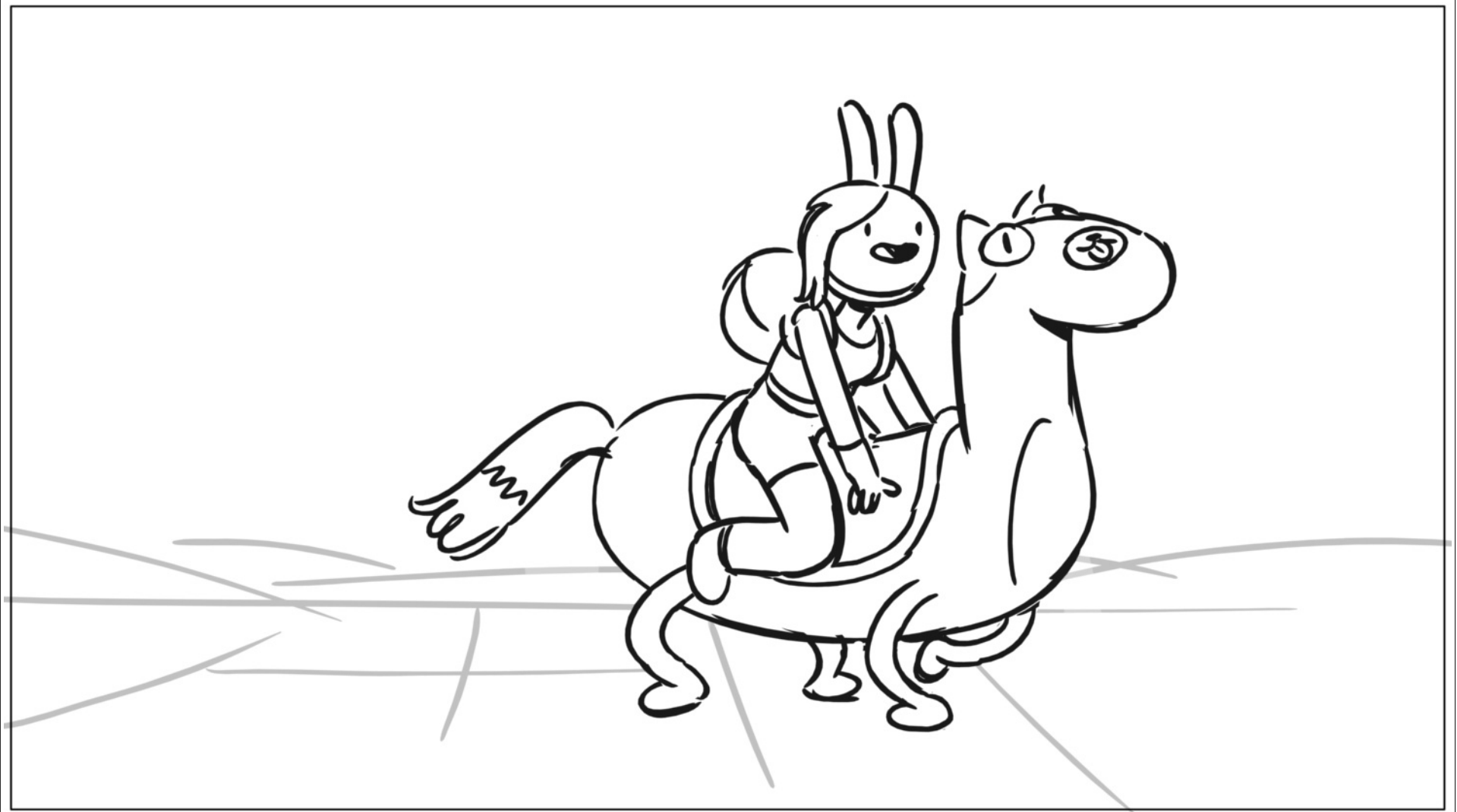






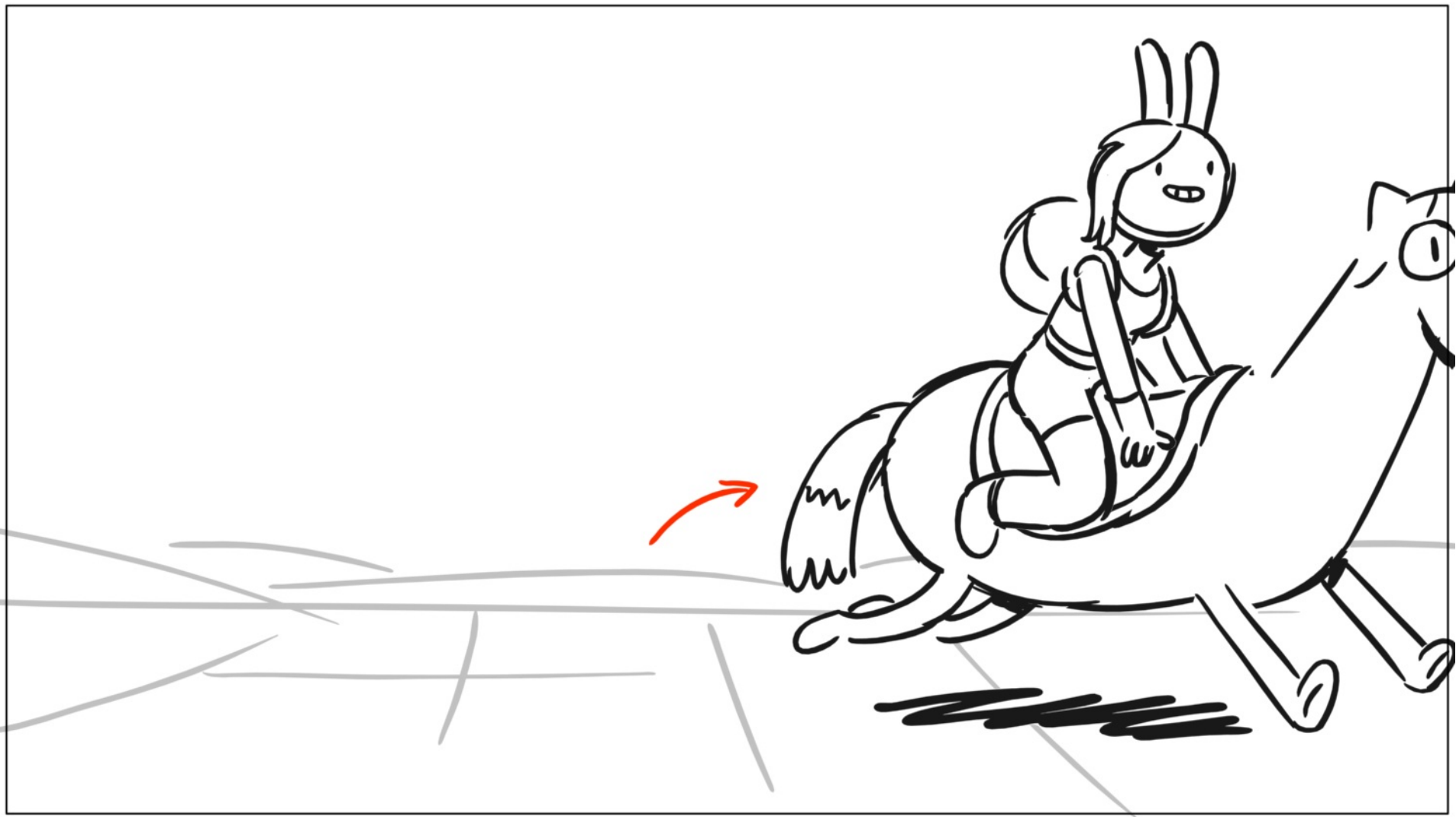
Dialog

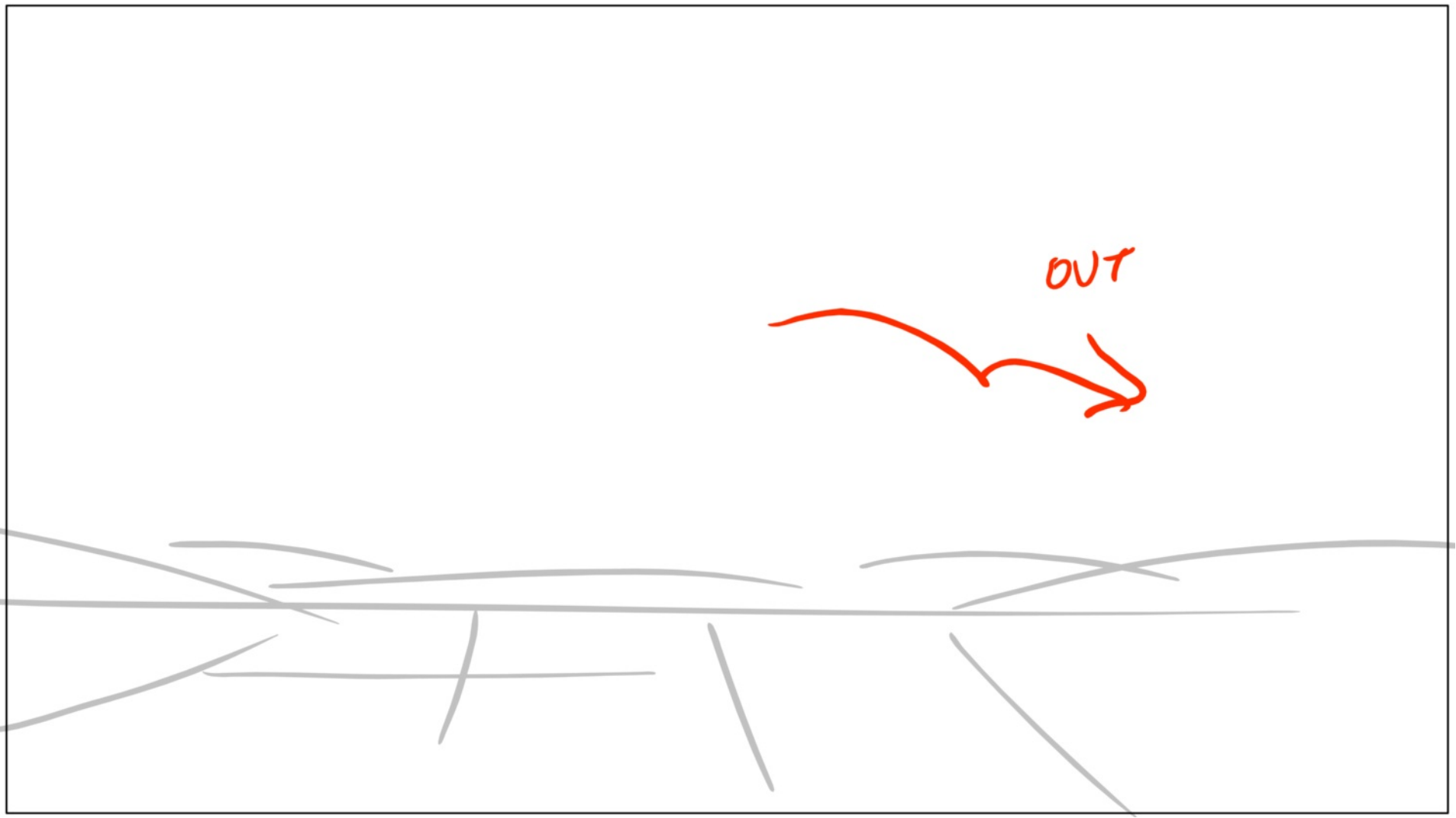
F: Yahhh!



Dialog

F: Yahhh!



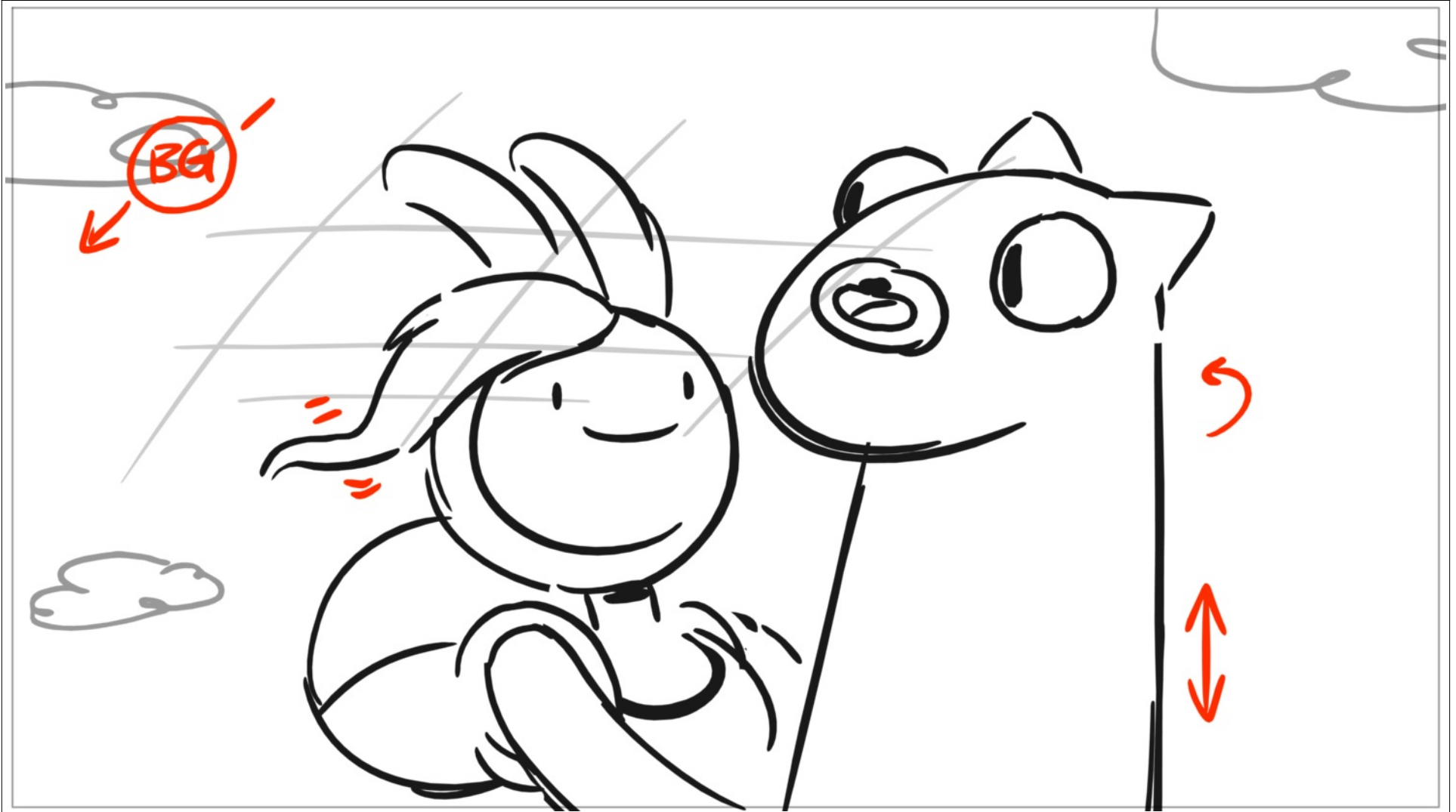






Dialog

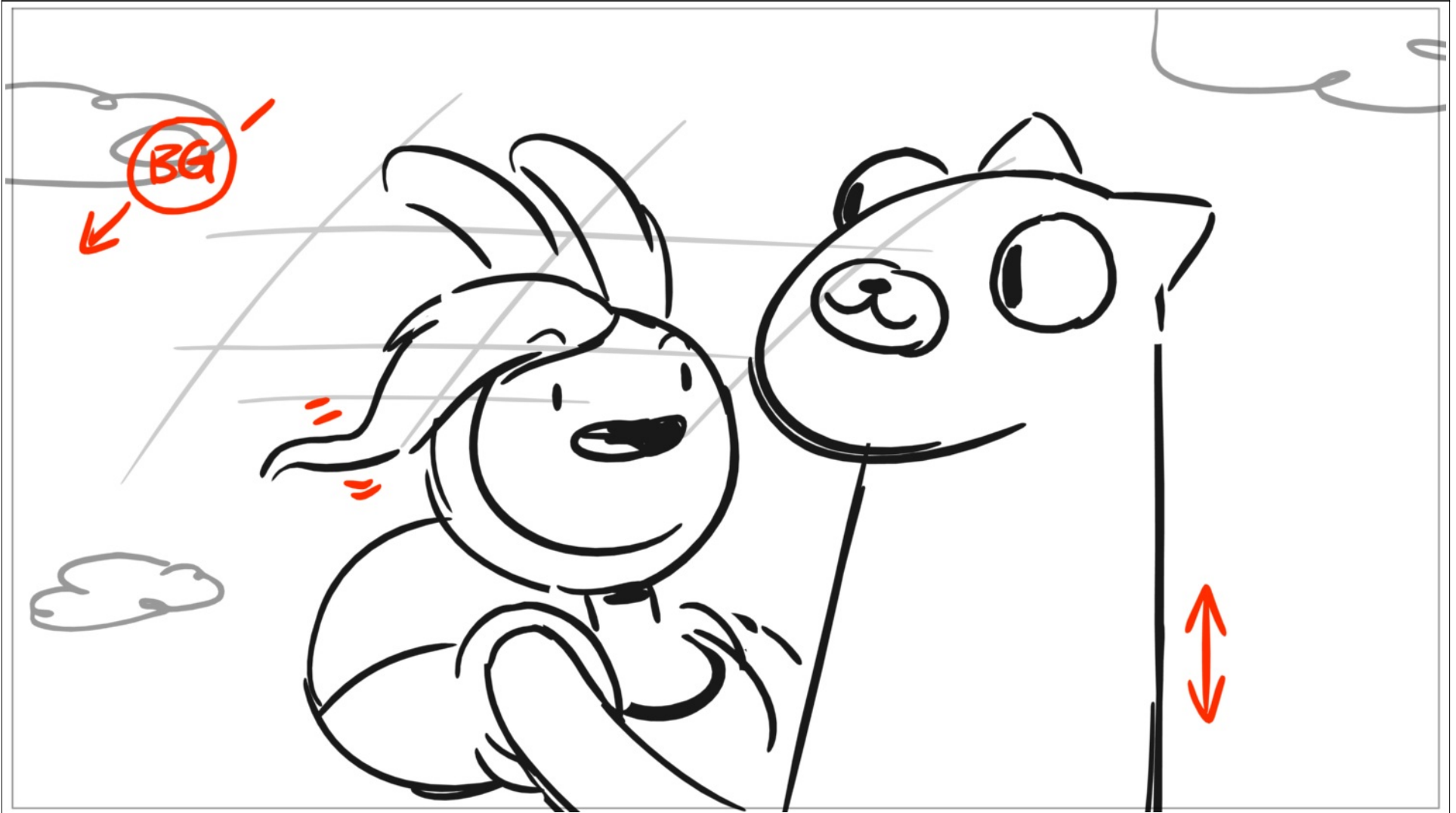
C: I feel snacky!



Dialog

C: People eat cake at parties, right?





Dialog

F: Yeah! Let's get one from --

Scene

010

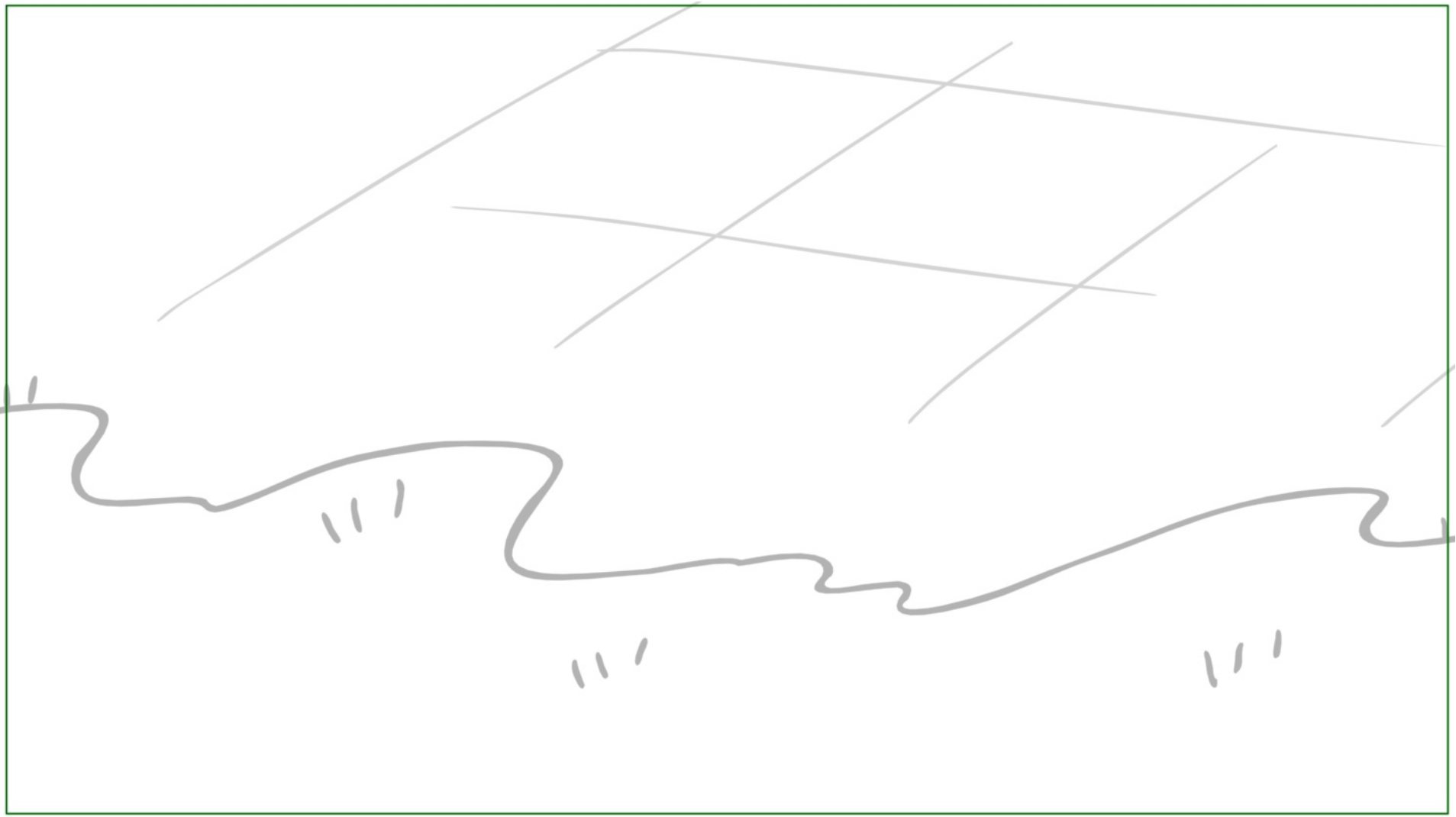
Panel

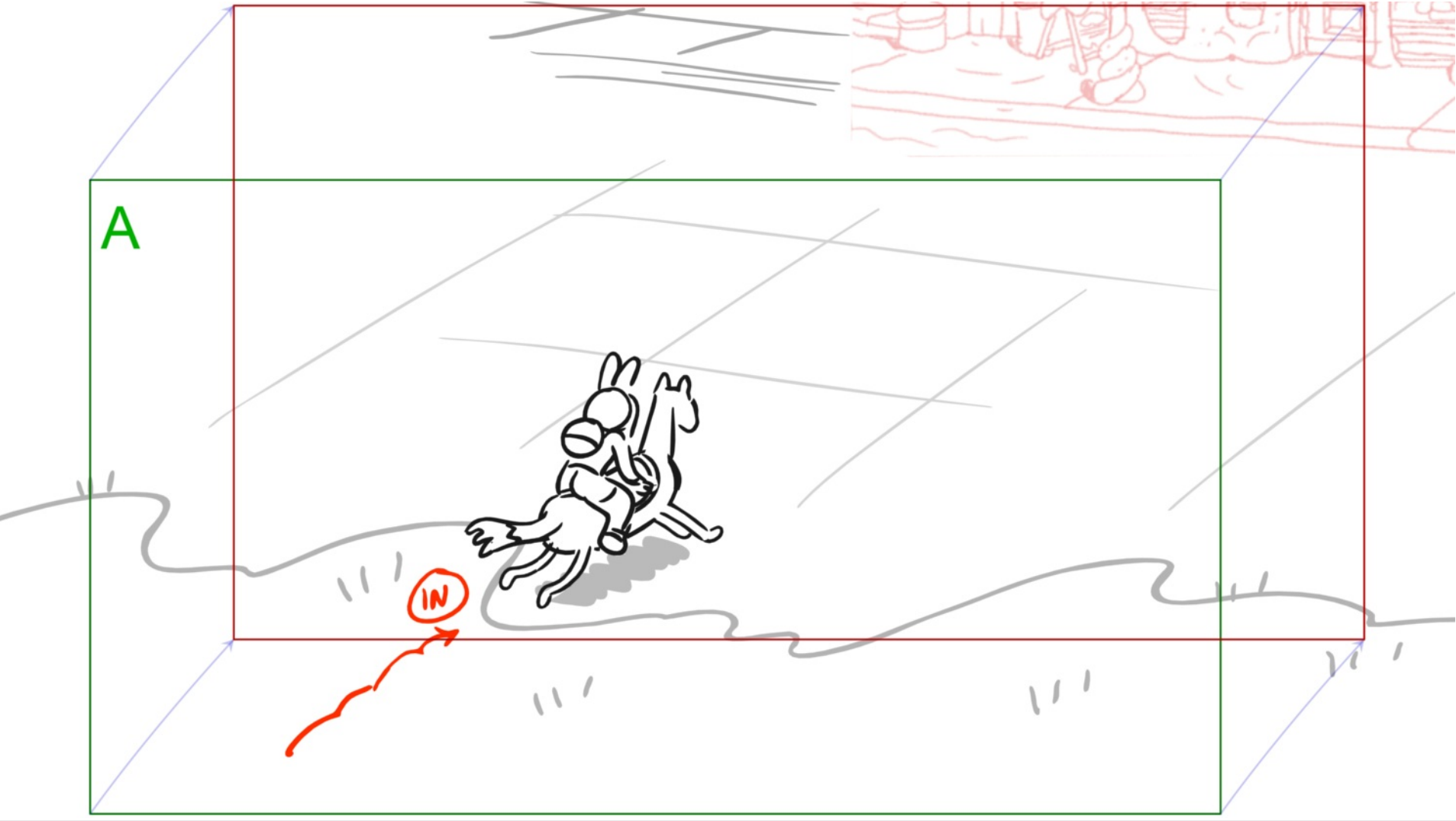
5

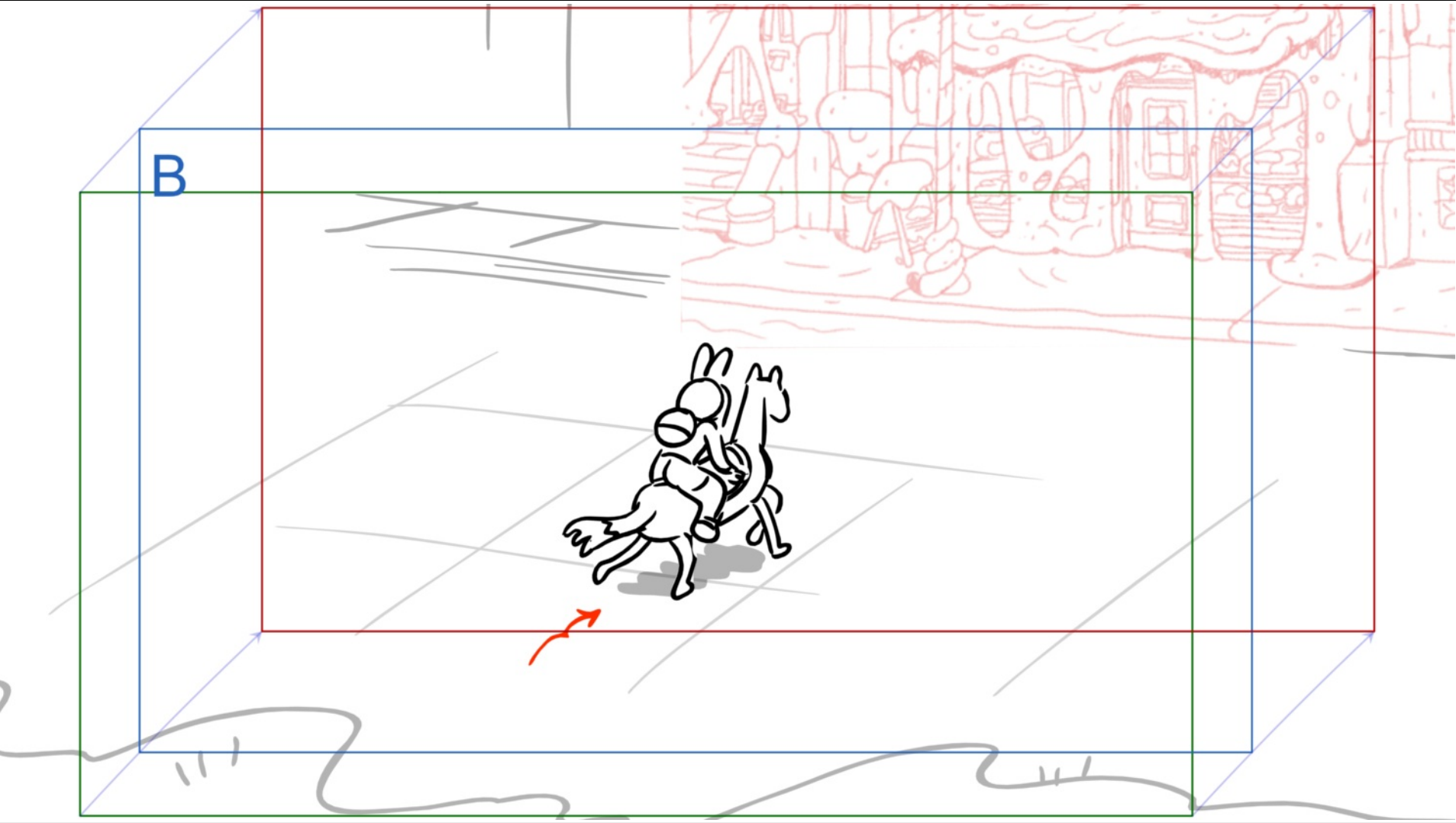


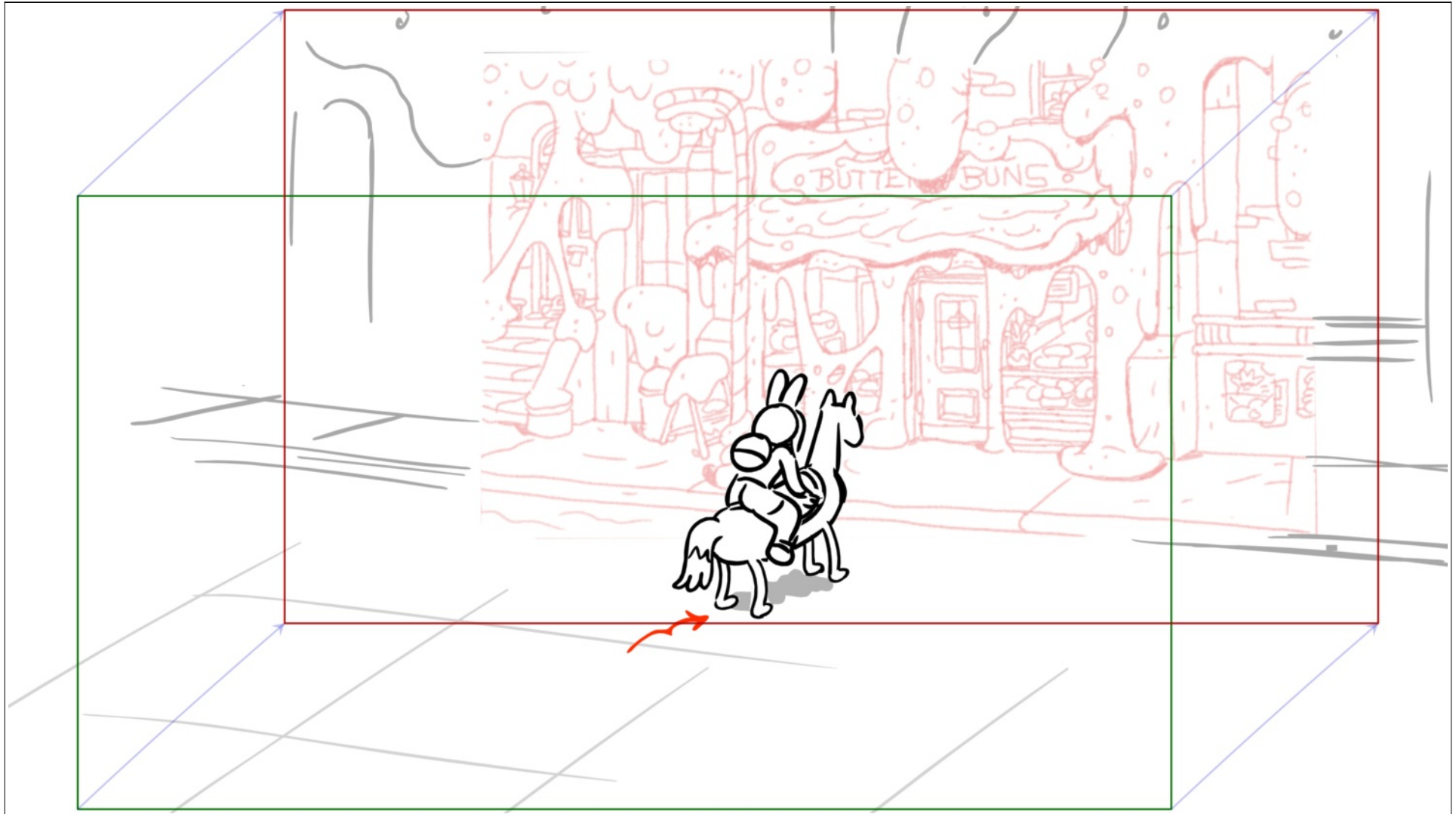
Dialog

F: --Gum Gary!





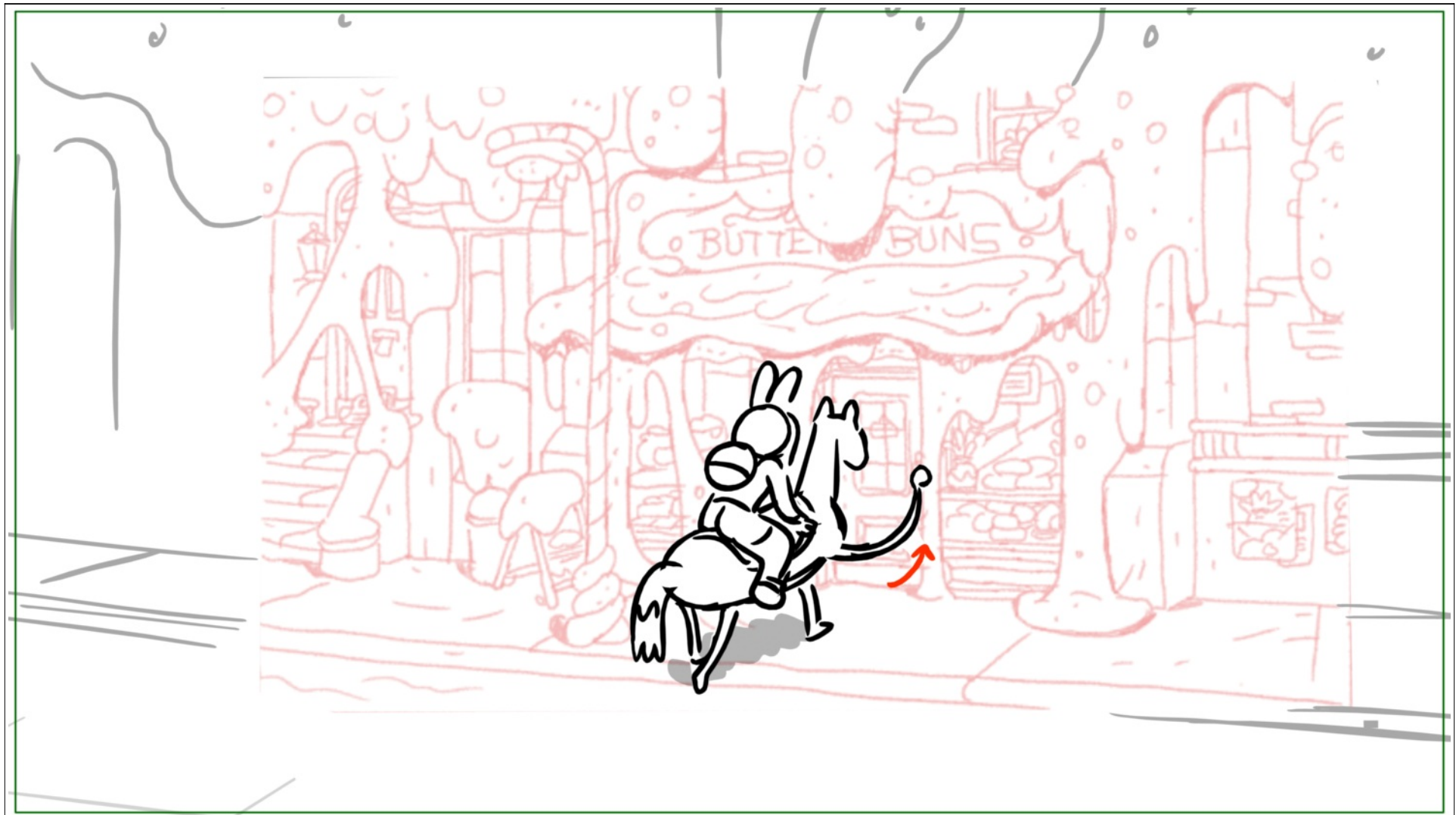




## Dialog

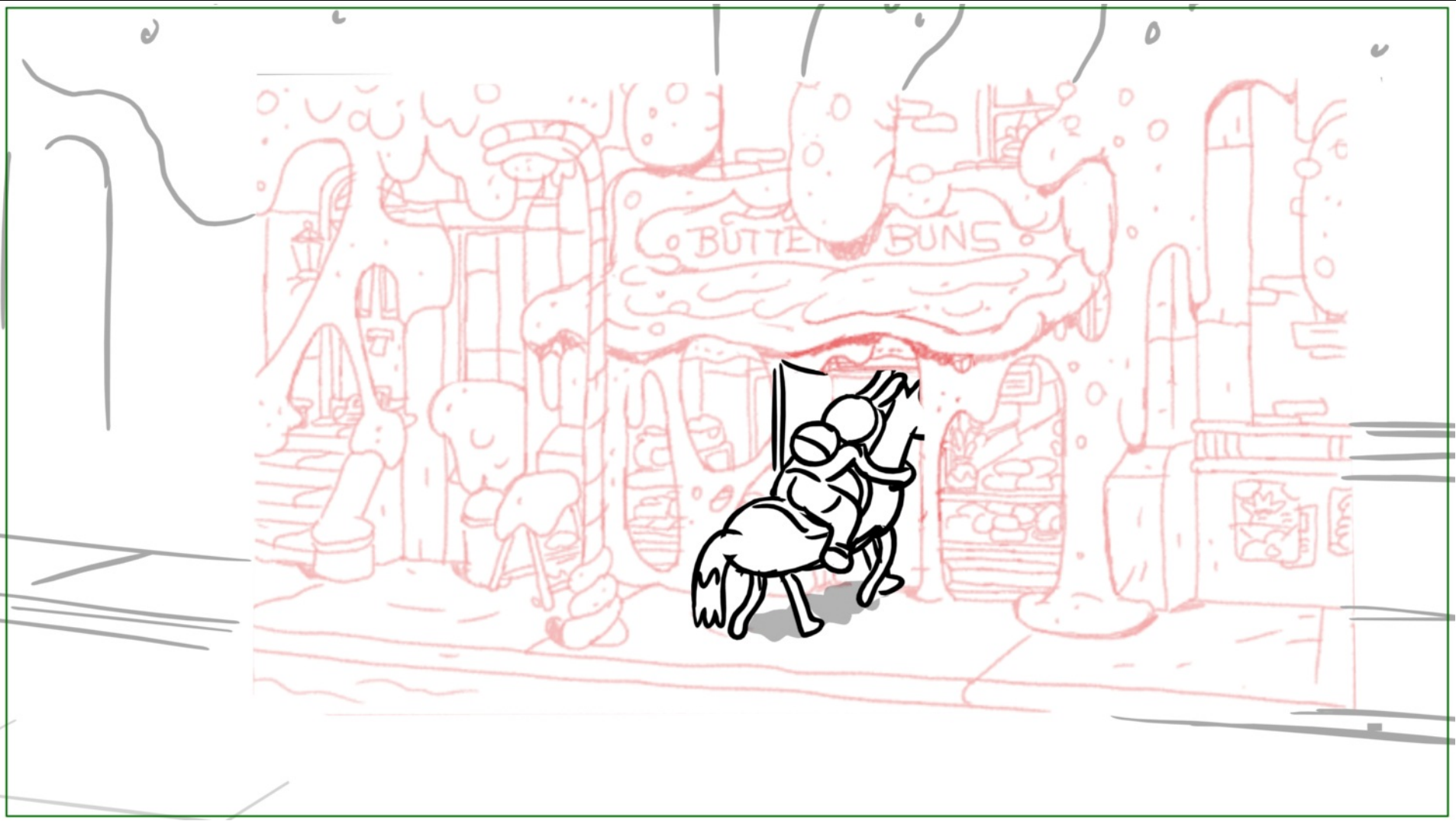
F: This place looks... --





Dialog

F: --...different.







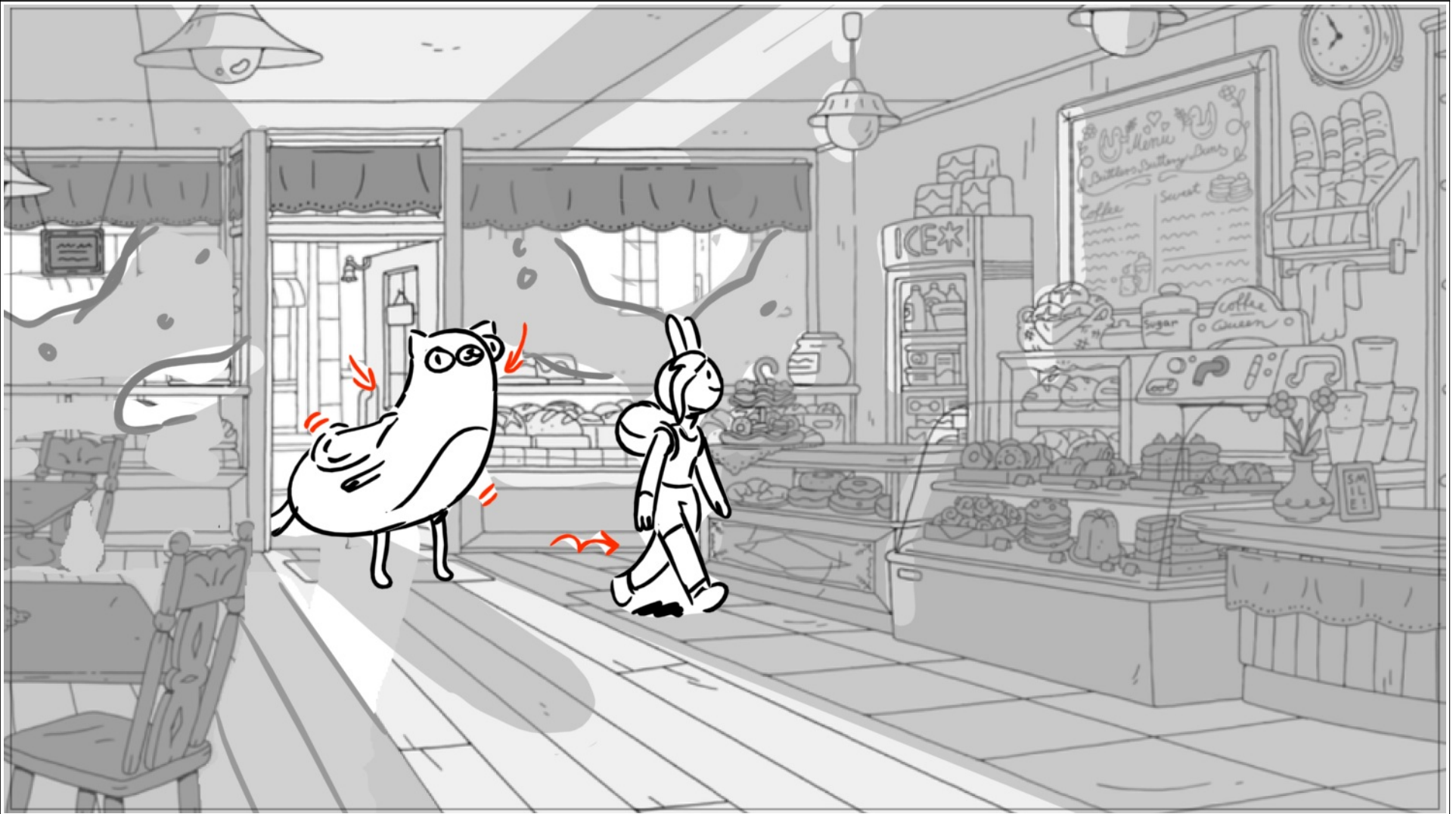




Dialog

F: Gary?





Dialog

F: Gary?



Dialog

F: Are you here?







Scene

013

Panel

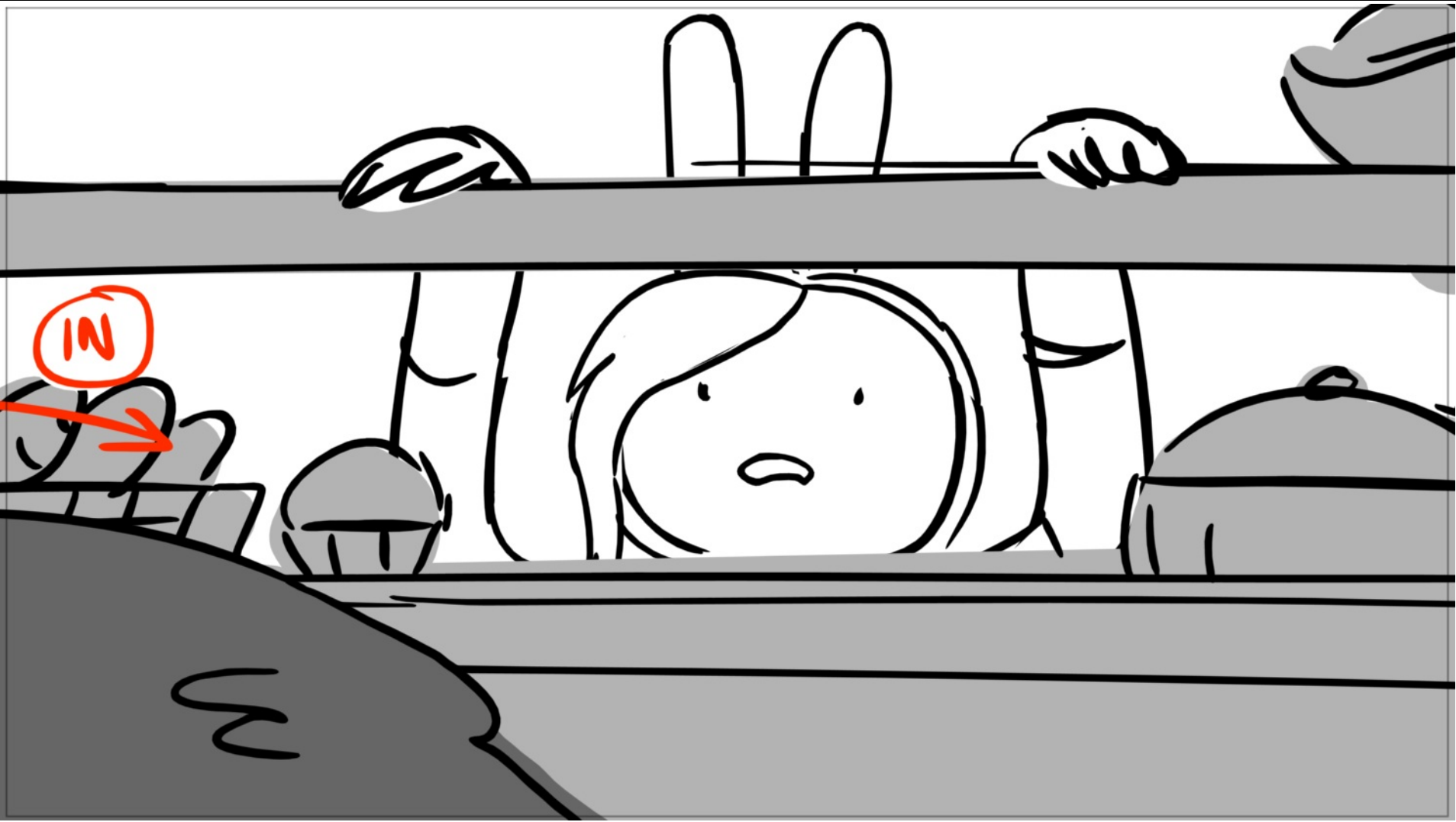
1

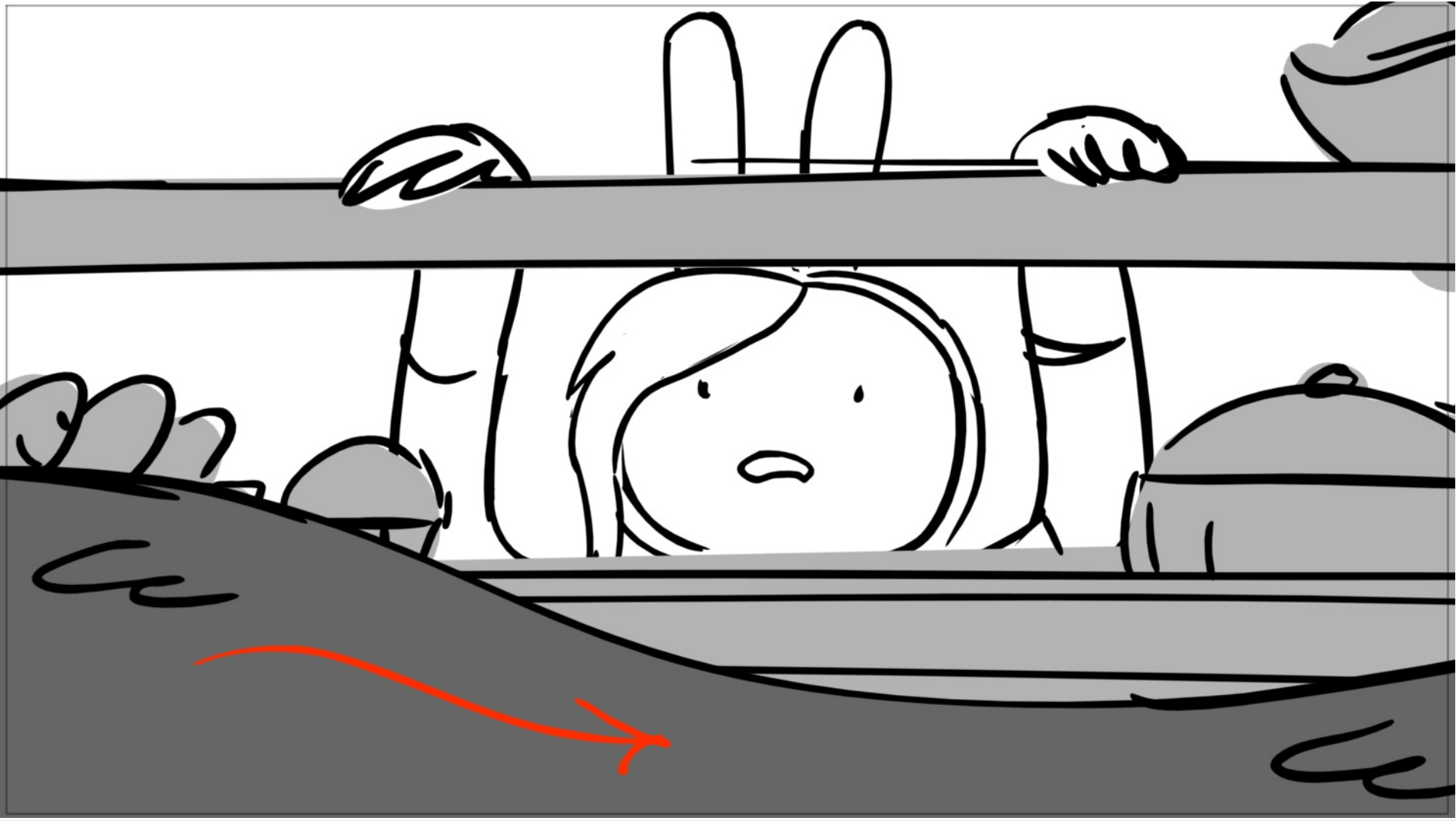


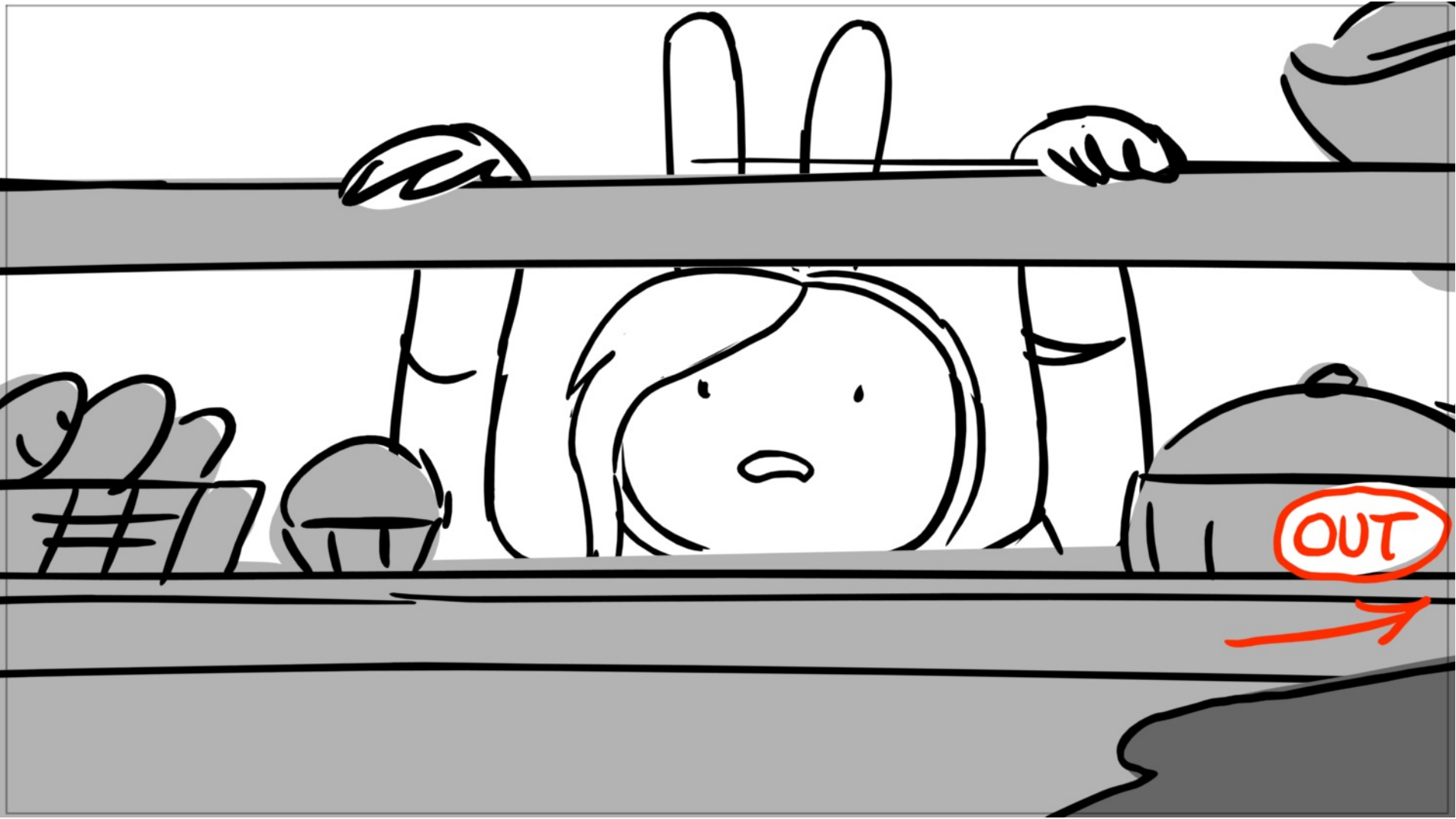
Dialog

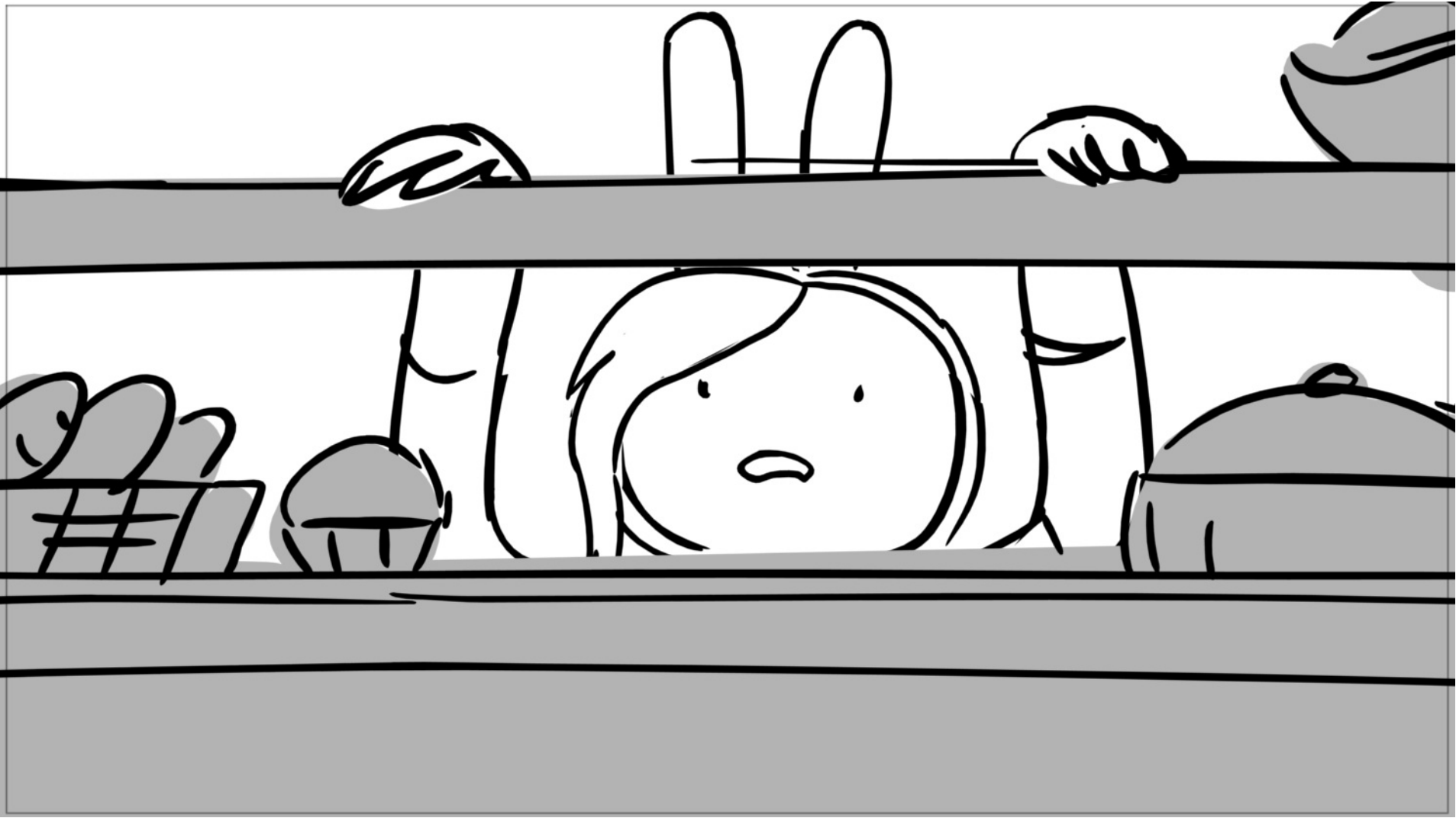
F: We're throwing a party!









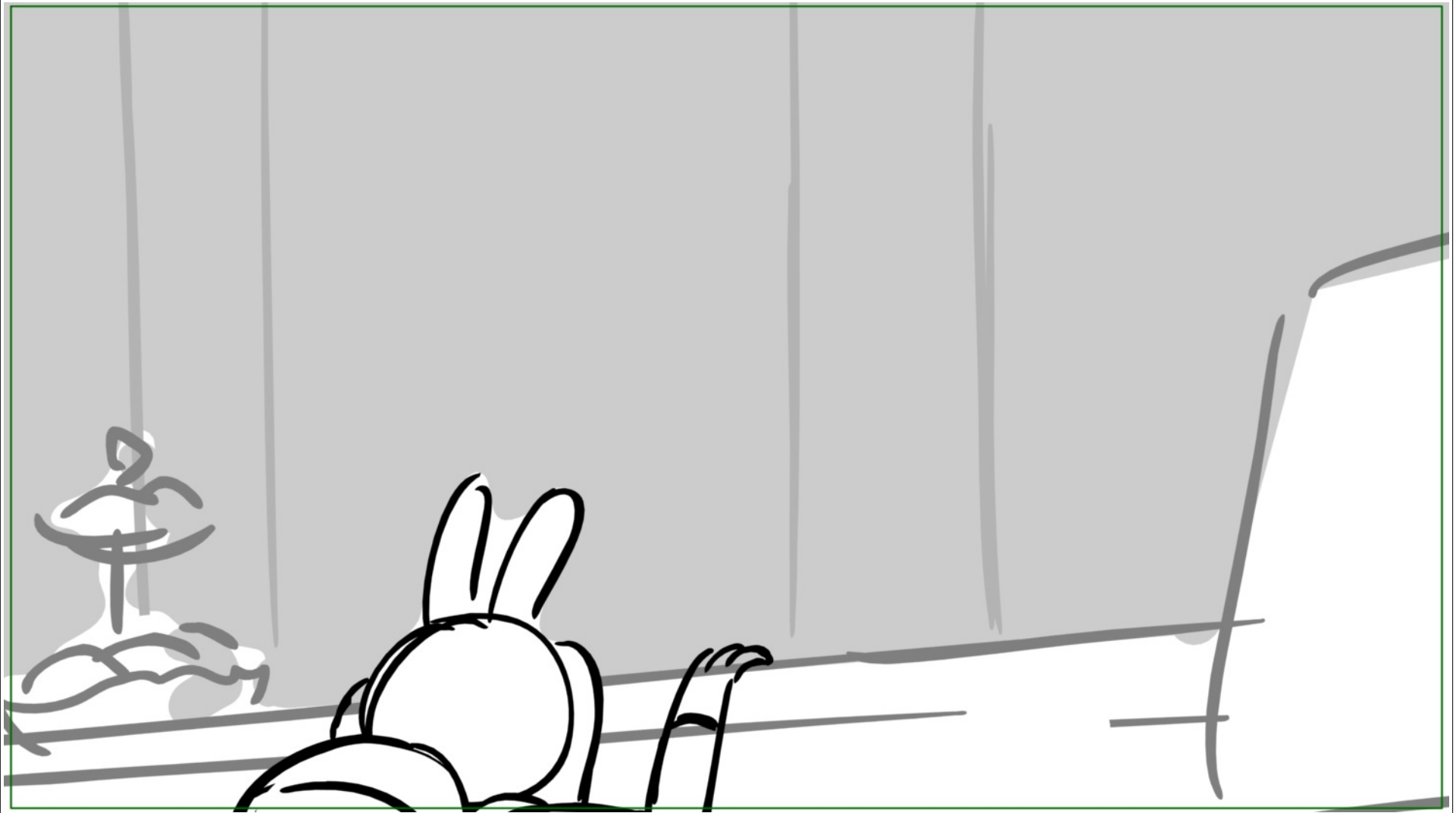


Scene

014

Panel

1



Dialog

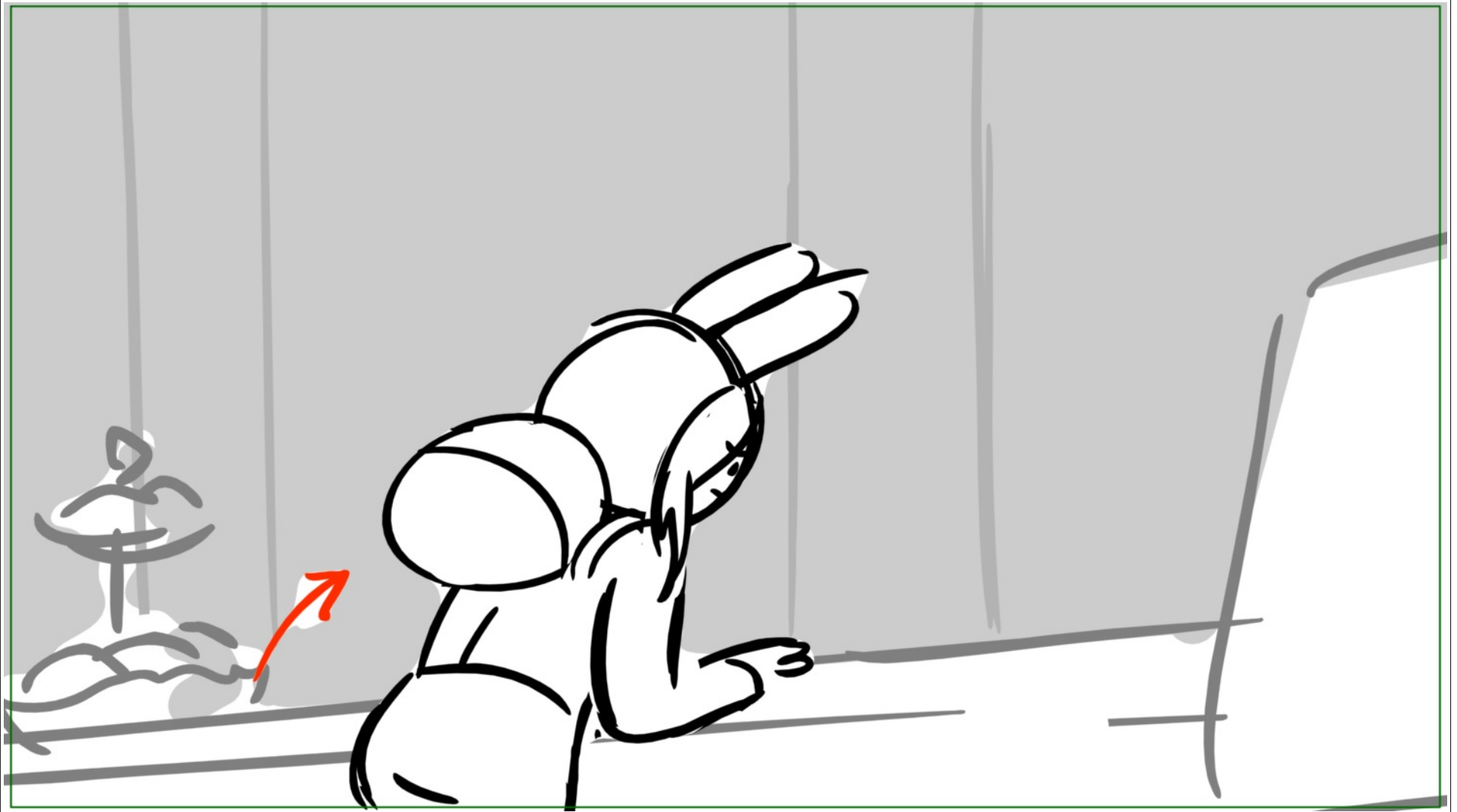
SFX: (gurgling)

Scene

014

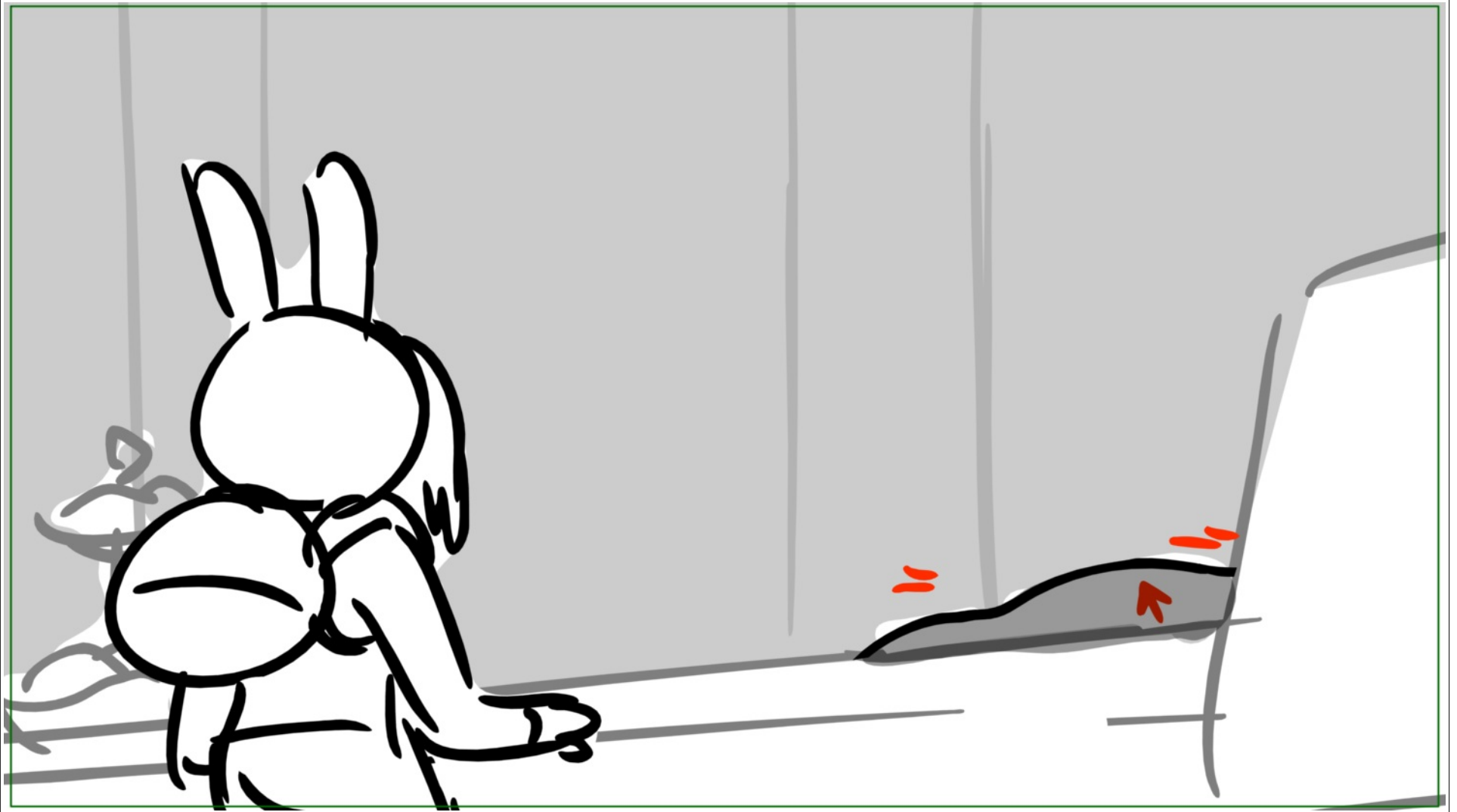
Panel

2



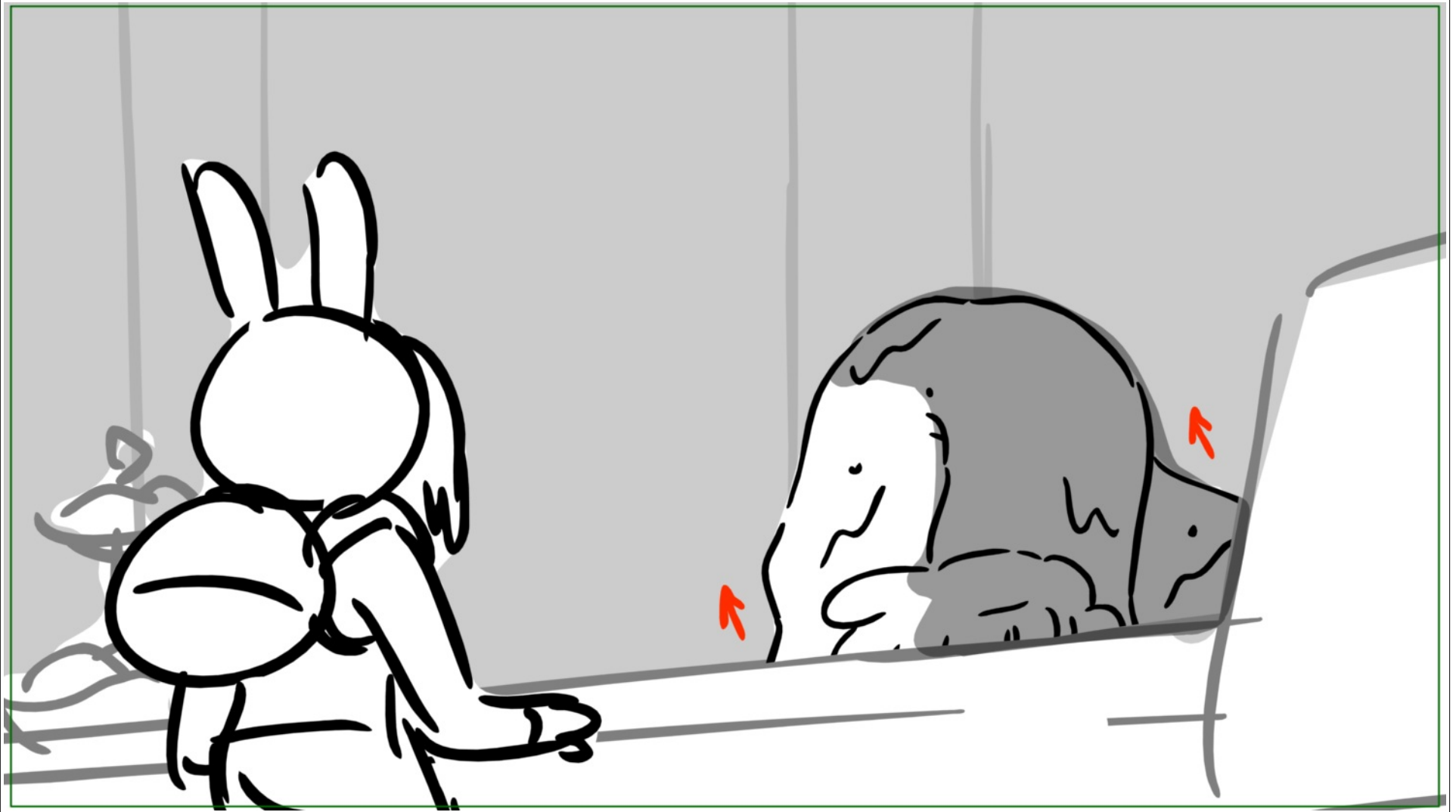
Dialog

SFX: (gurgling)



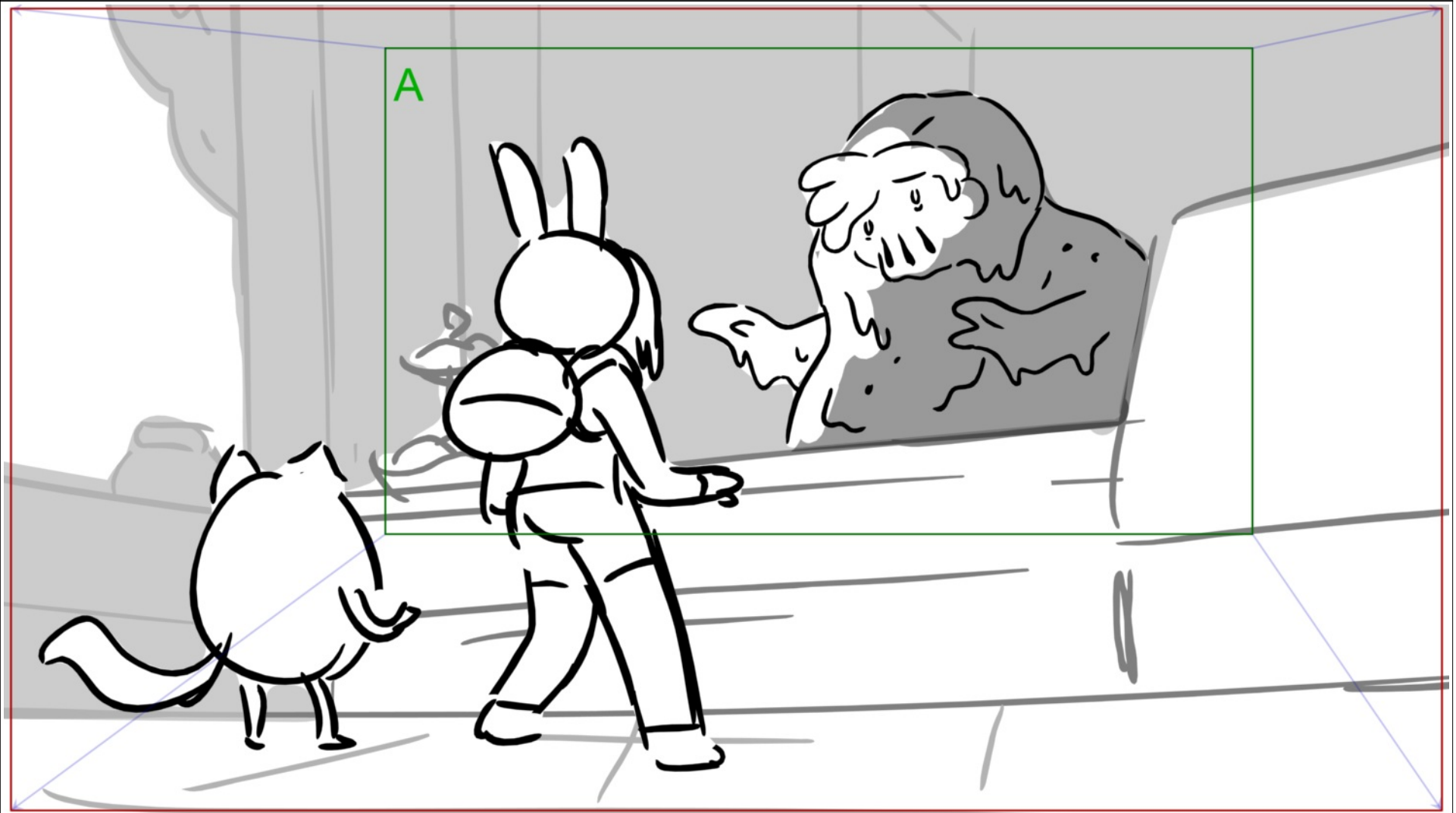
Dialog

F: (gasp!)



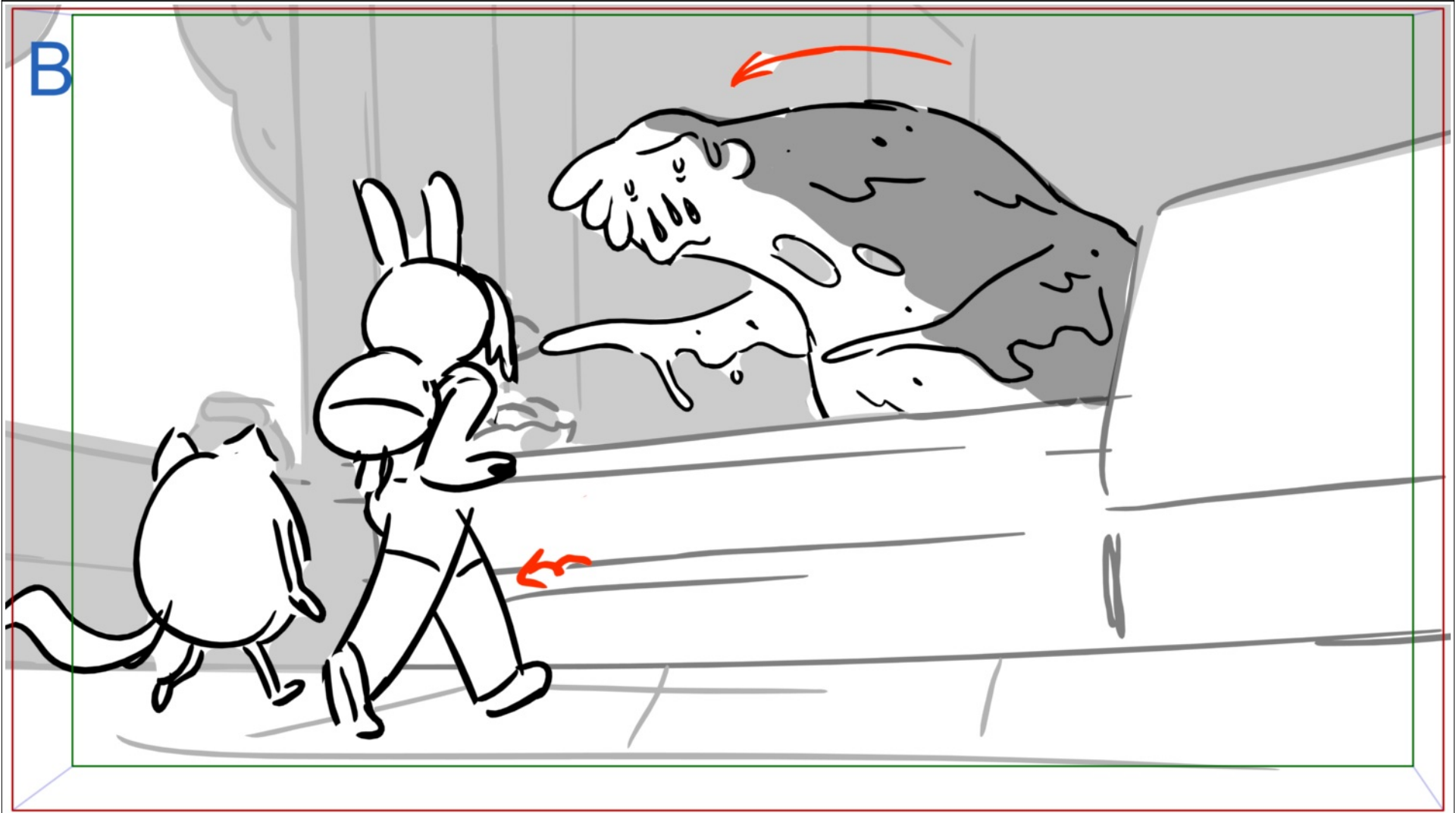






Dialog

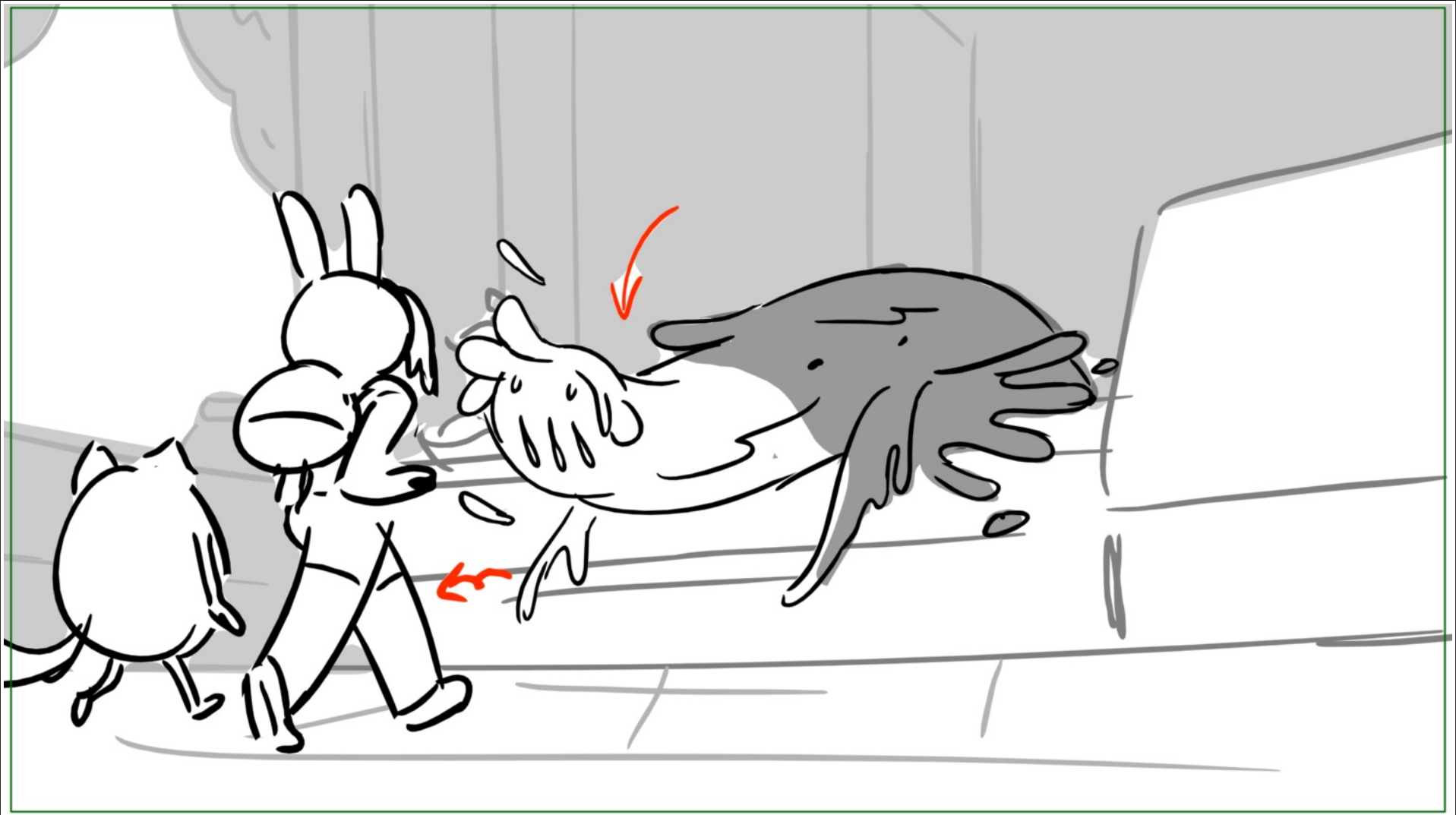
F: Gary?



Dialog

G: (groaning)

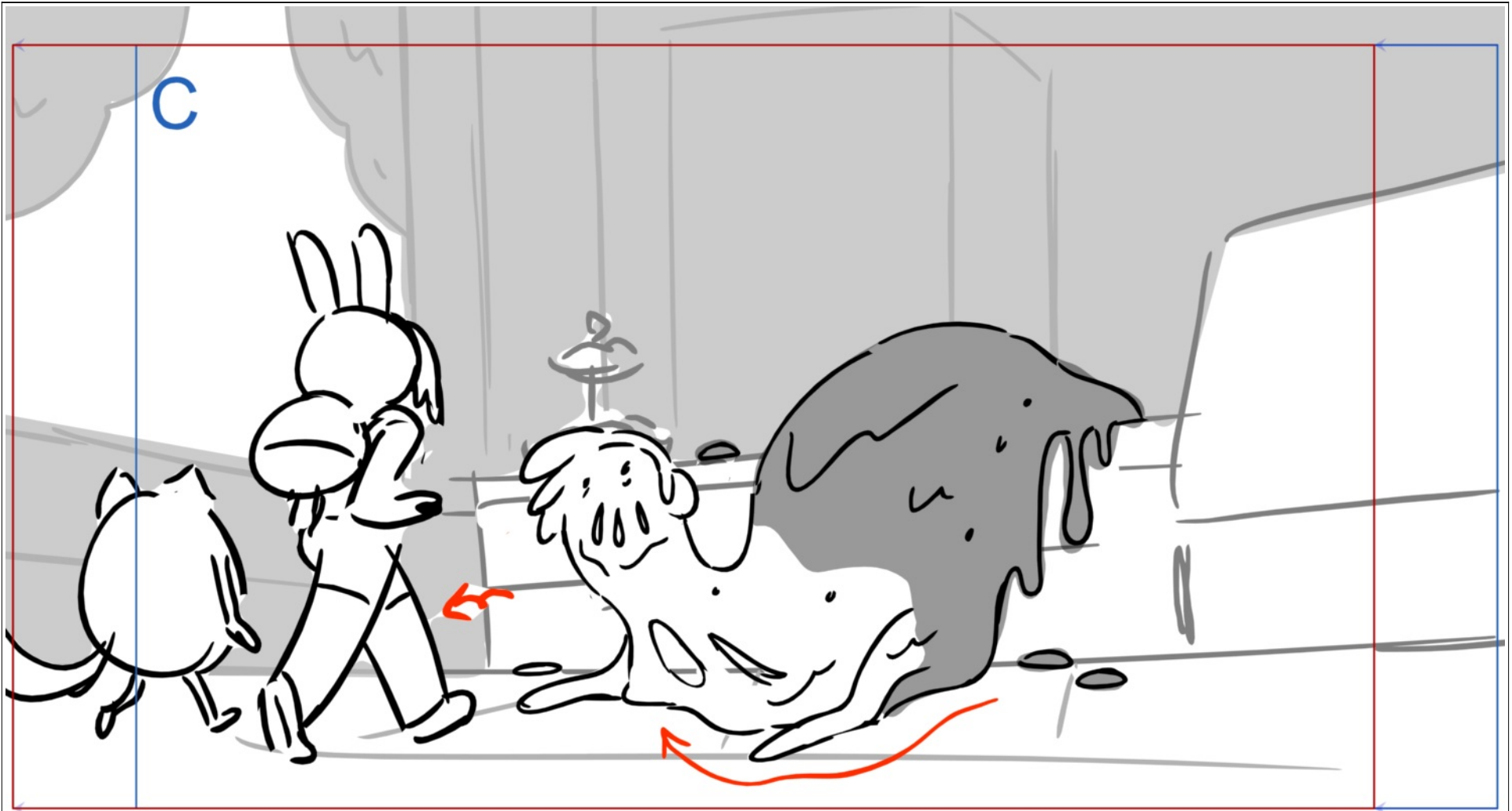
SFX: (squelching)



Dialog

G: (groaning)

SFX: (squelching)



Dialog

G: (groaning)

SFX: (squelching)



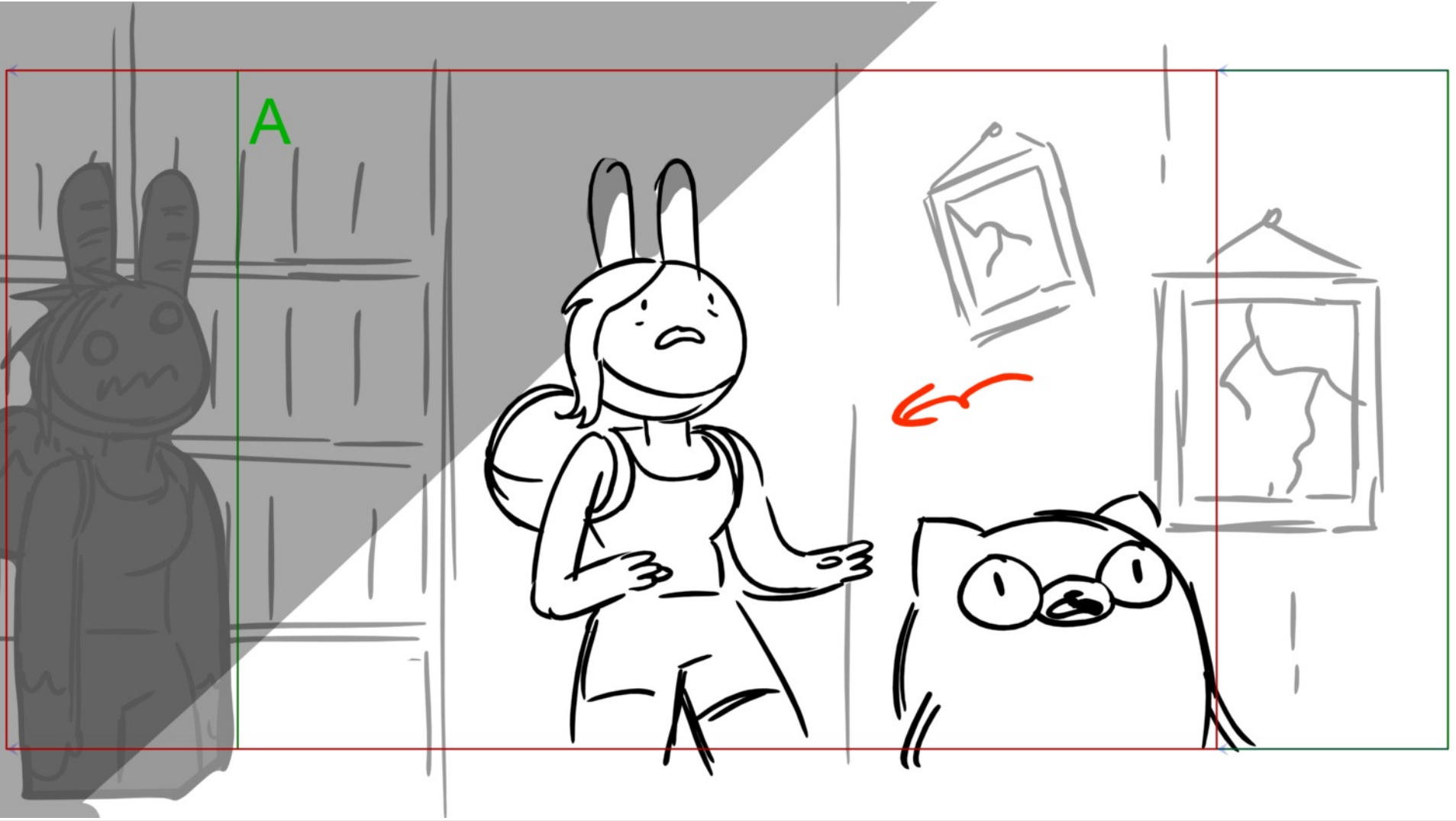




Dialog

G: Fionnaaa... you're back...









Dialog

F: (soft impact)



Dialog

F: Huh?

C: (soft impact)



Dialog

F: Huh?

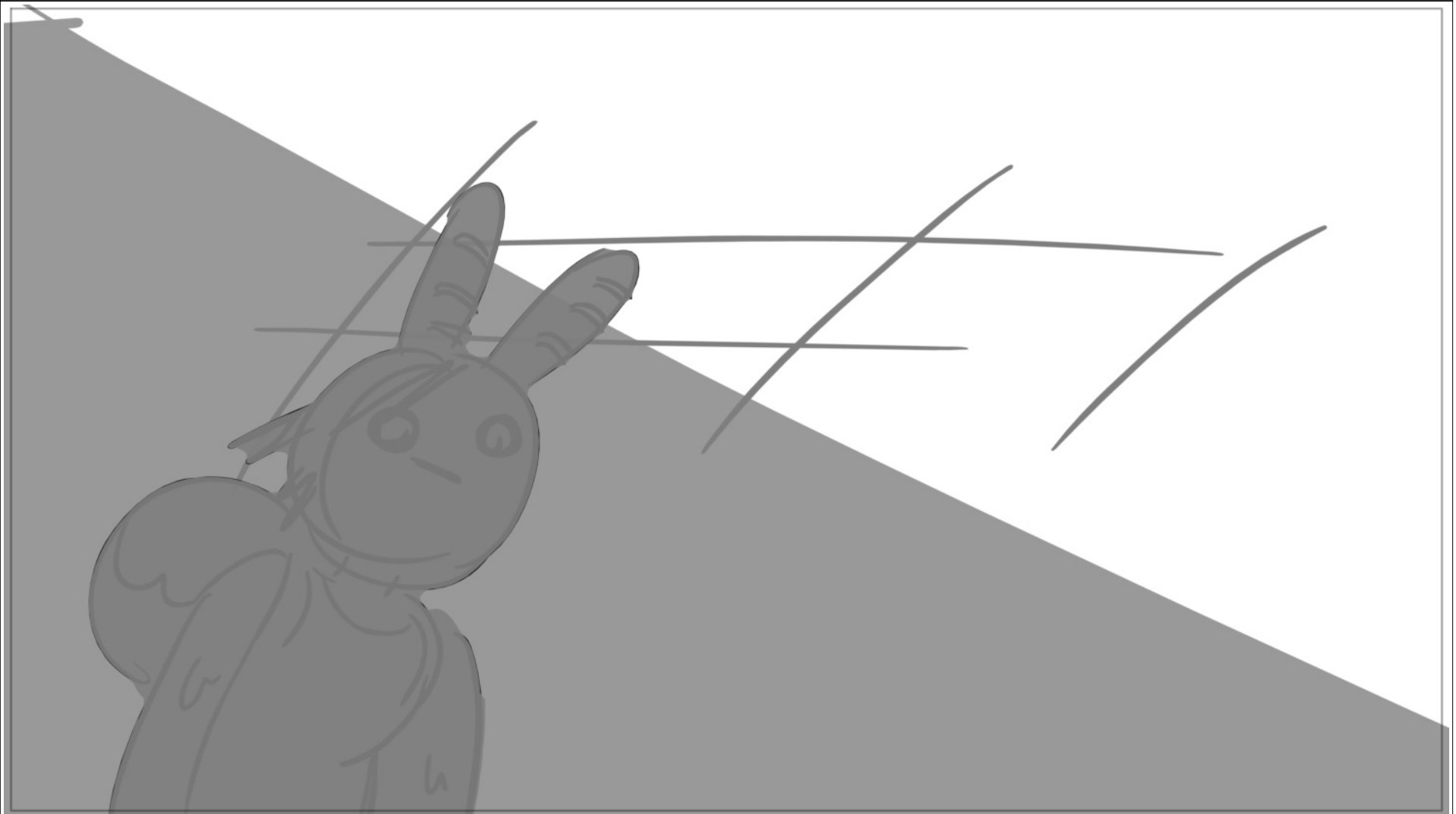
C: (soft impact)

Scene

017

Panel

1



Dialog

Monster Gary: (OS) Try my new pastry...

Scene

017

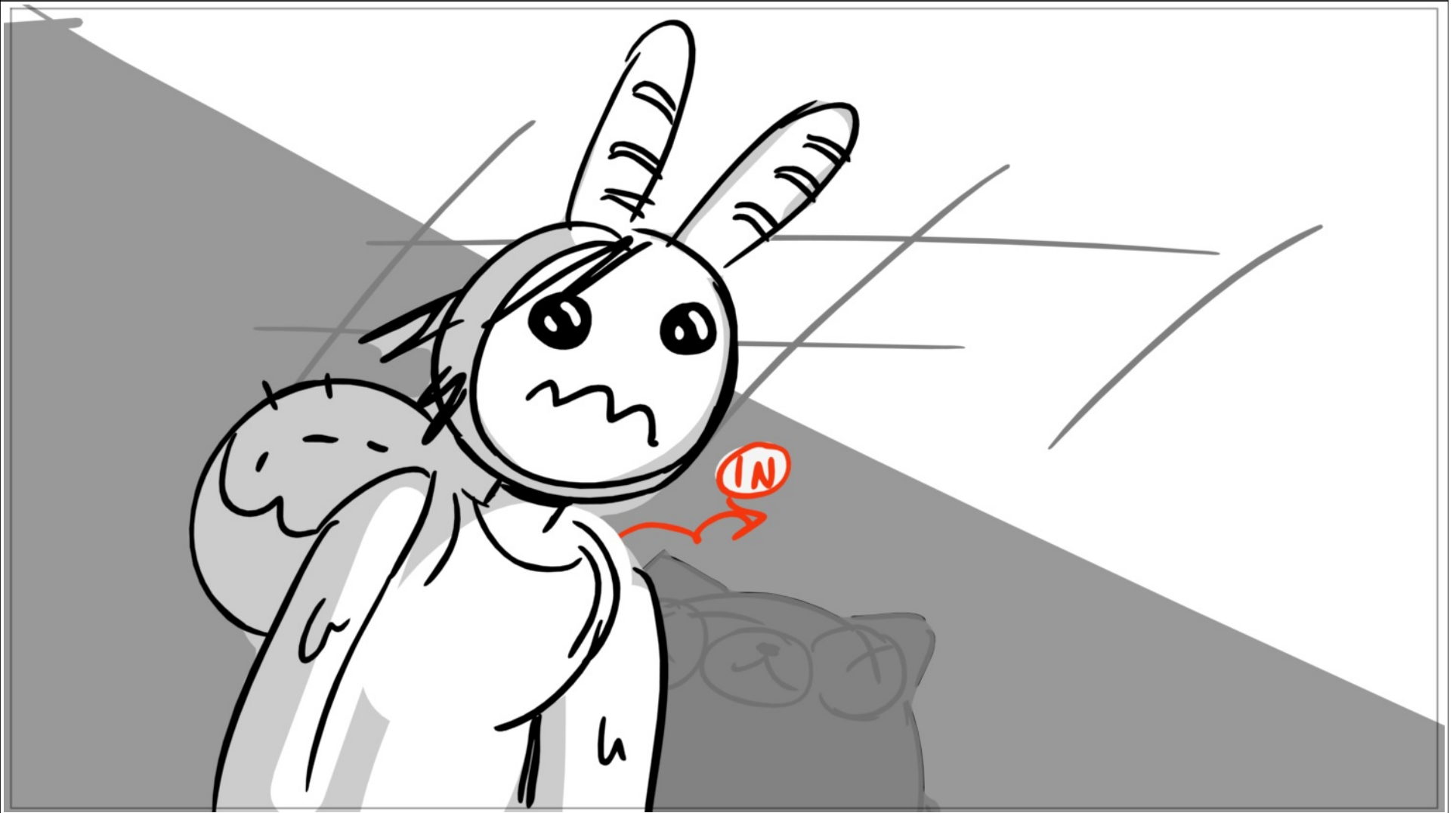
Panel

2



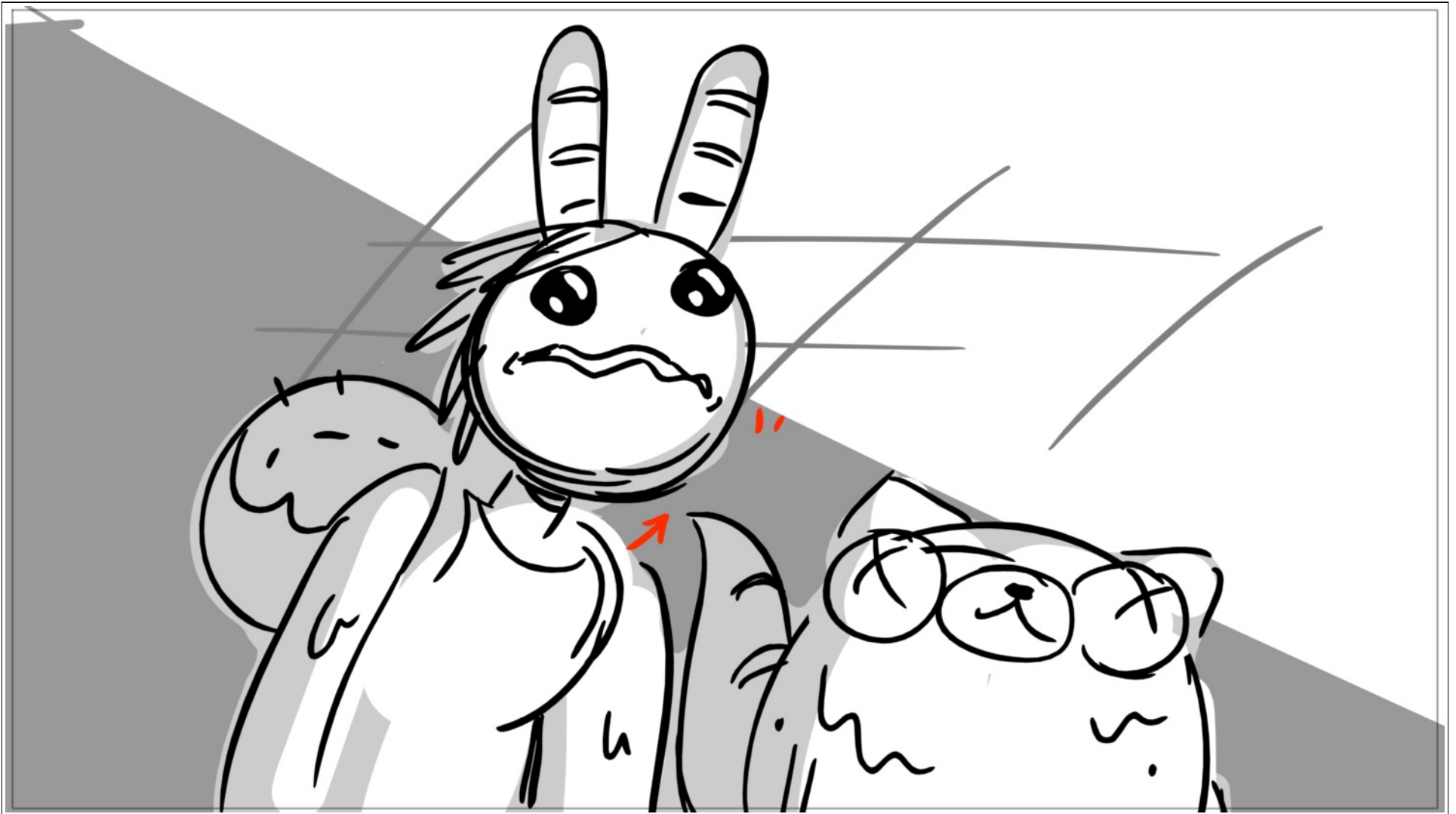
Dialog

SFX: (Sting)





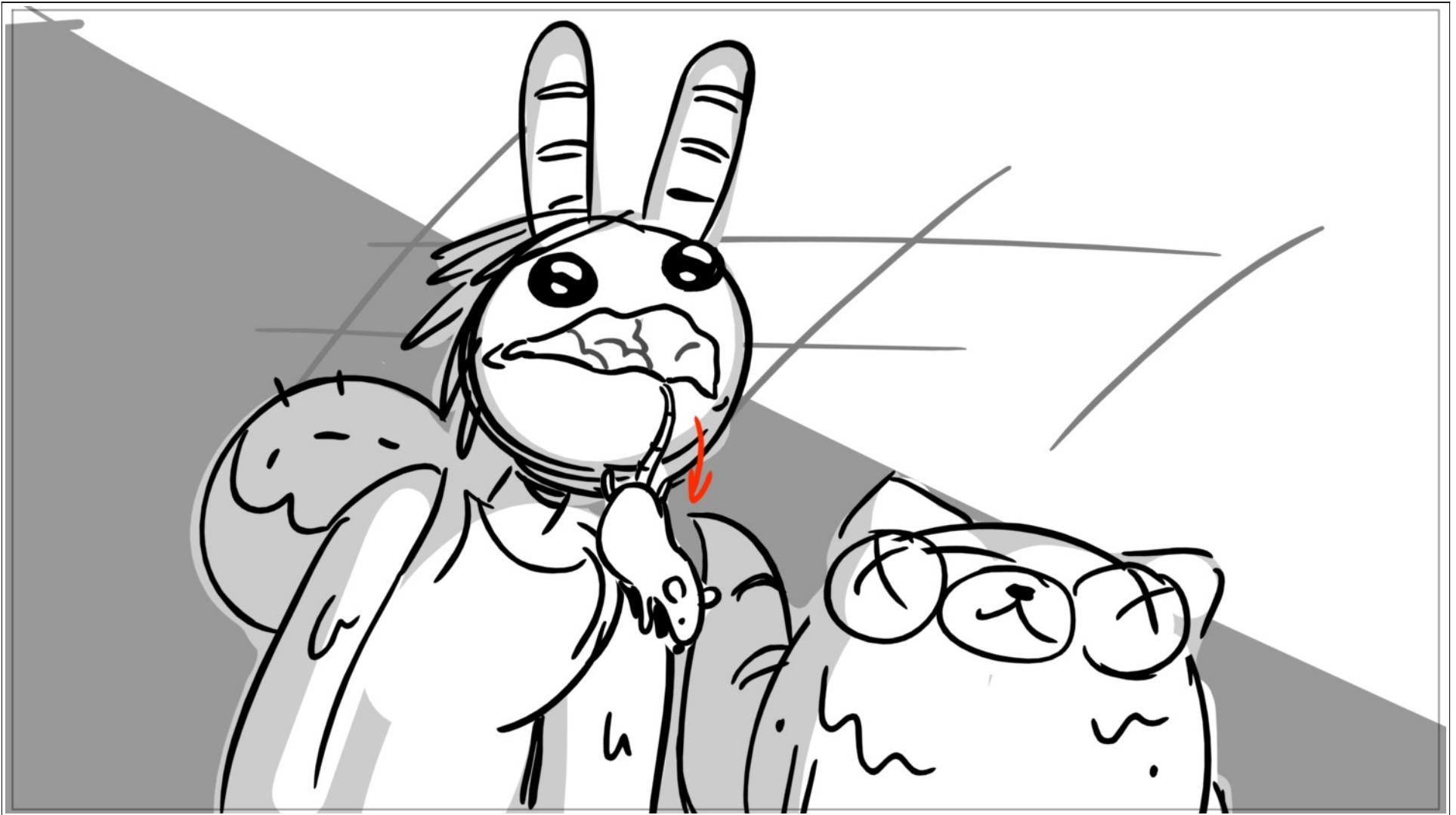




Dialog

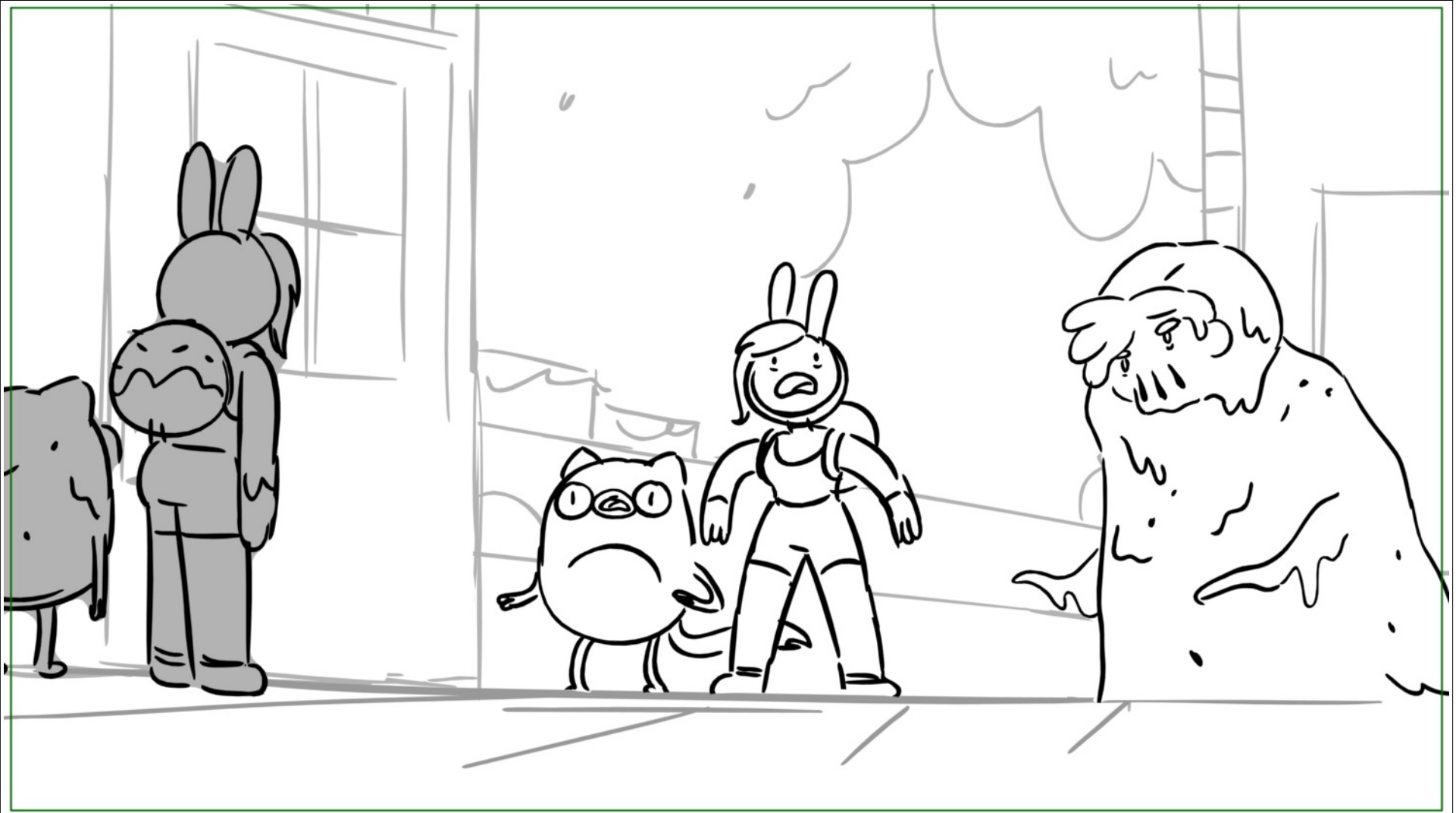
Pastry F: (zombie groaning)







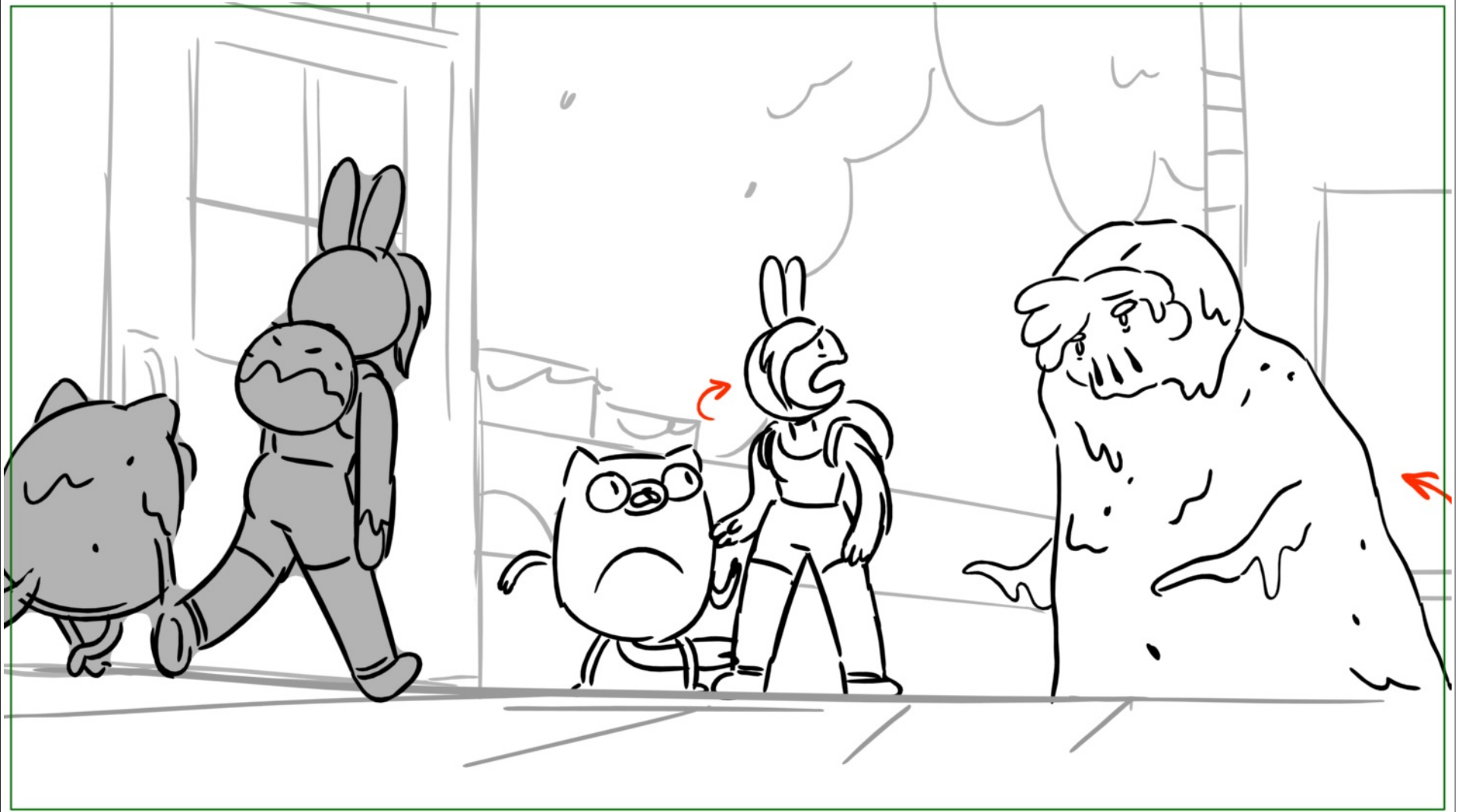




Dialog

F and C: (Scared reaction)









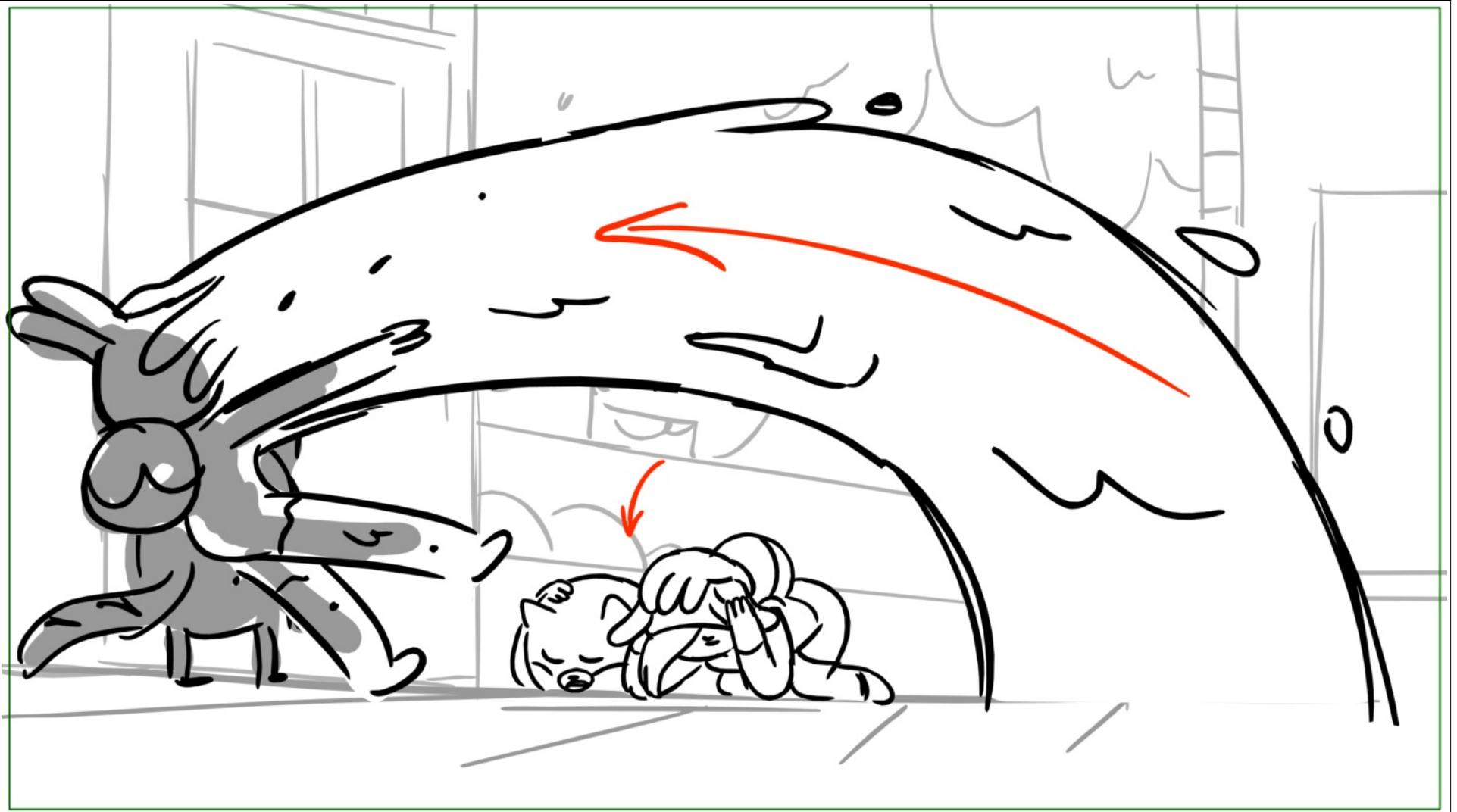
Dialog

G: It's--



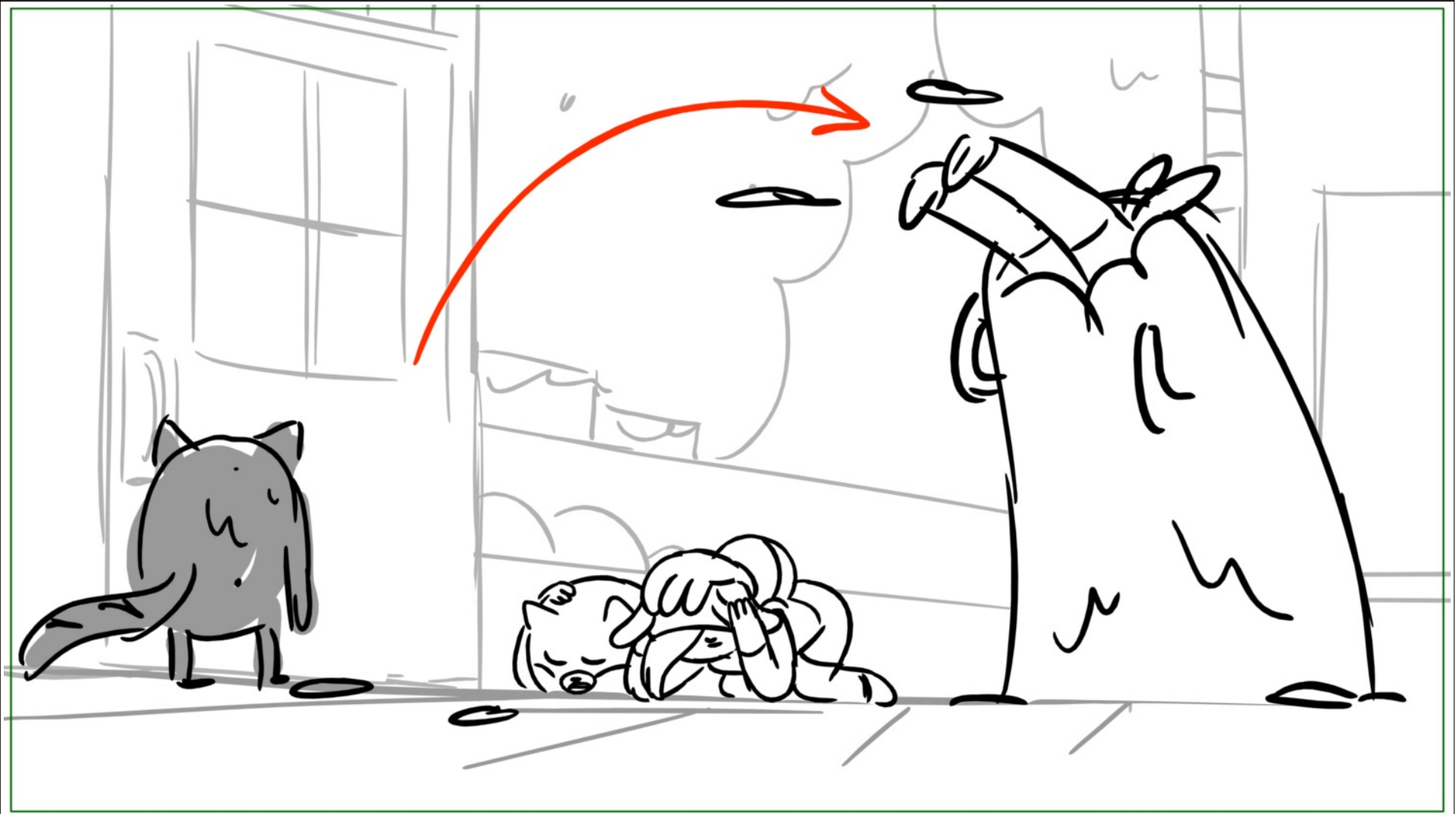
Dialog

G: --youu--



Dialog

G: ---uuuu!





Dialog

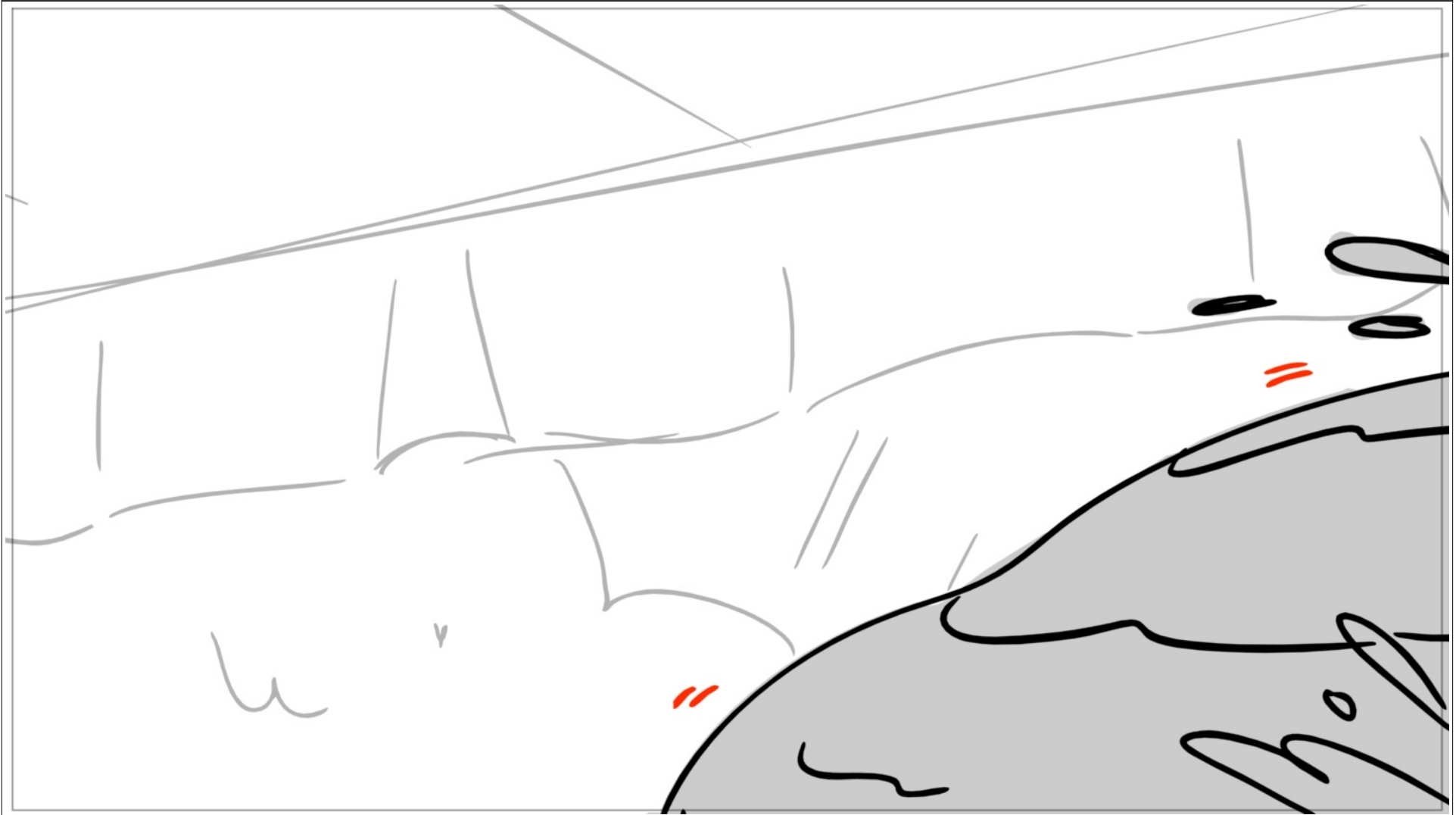
Monster Gary: (eating noises)

Scene

019

Panel

1



Dialog  
(munching/eating SFX)







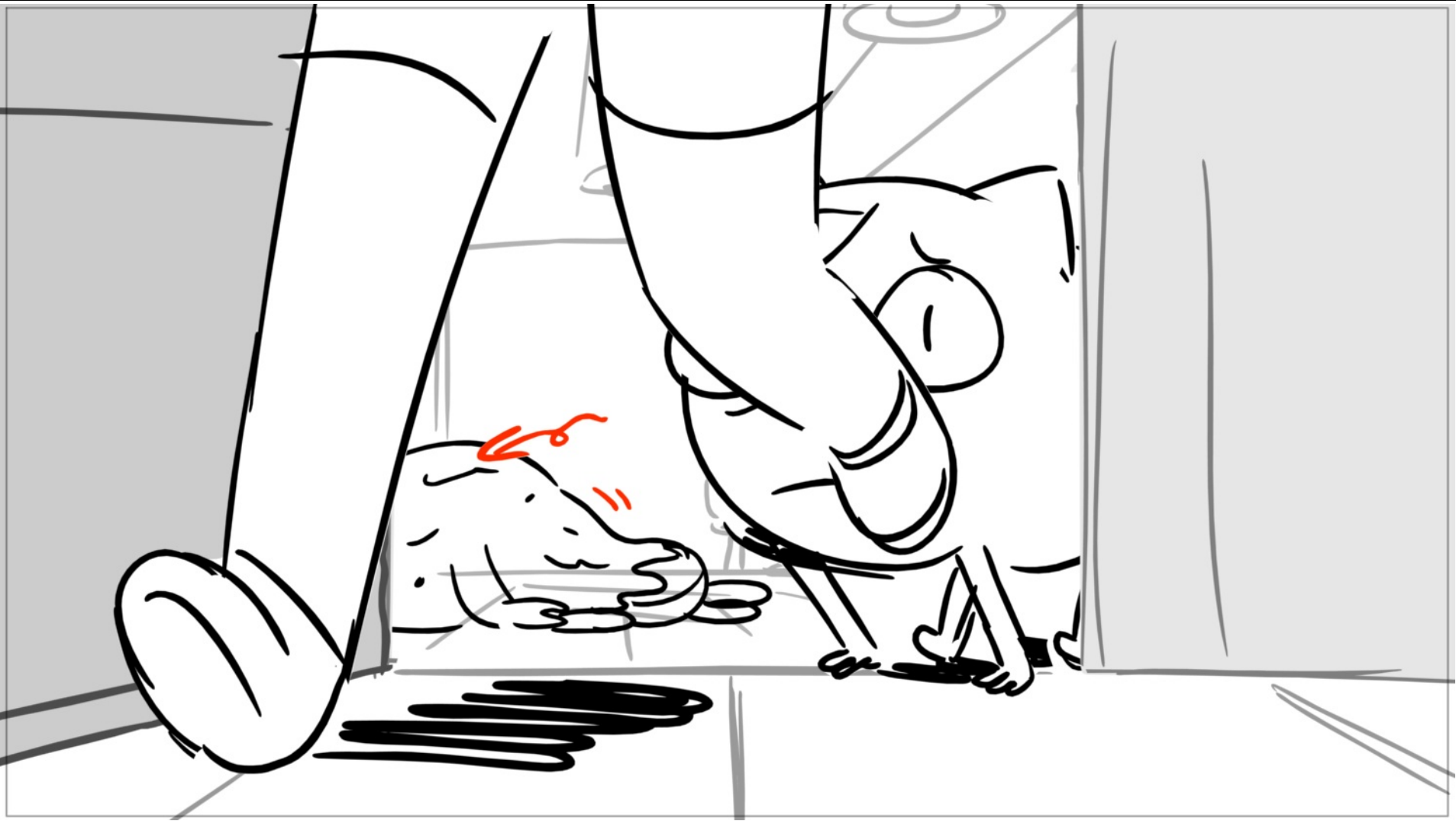




Dialog

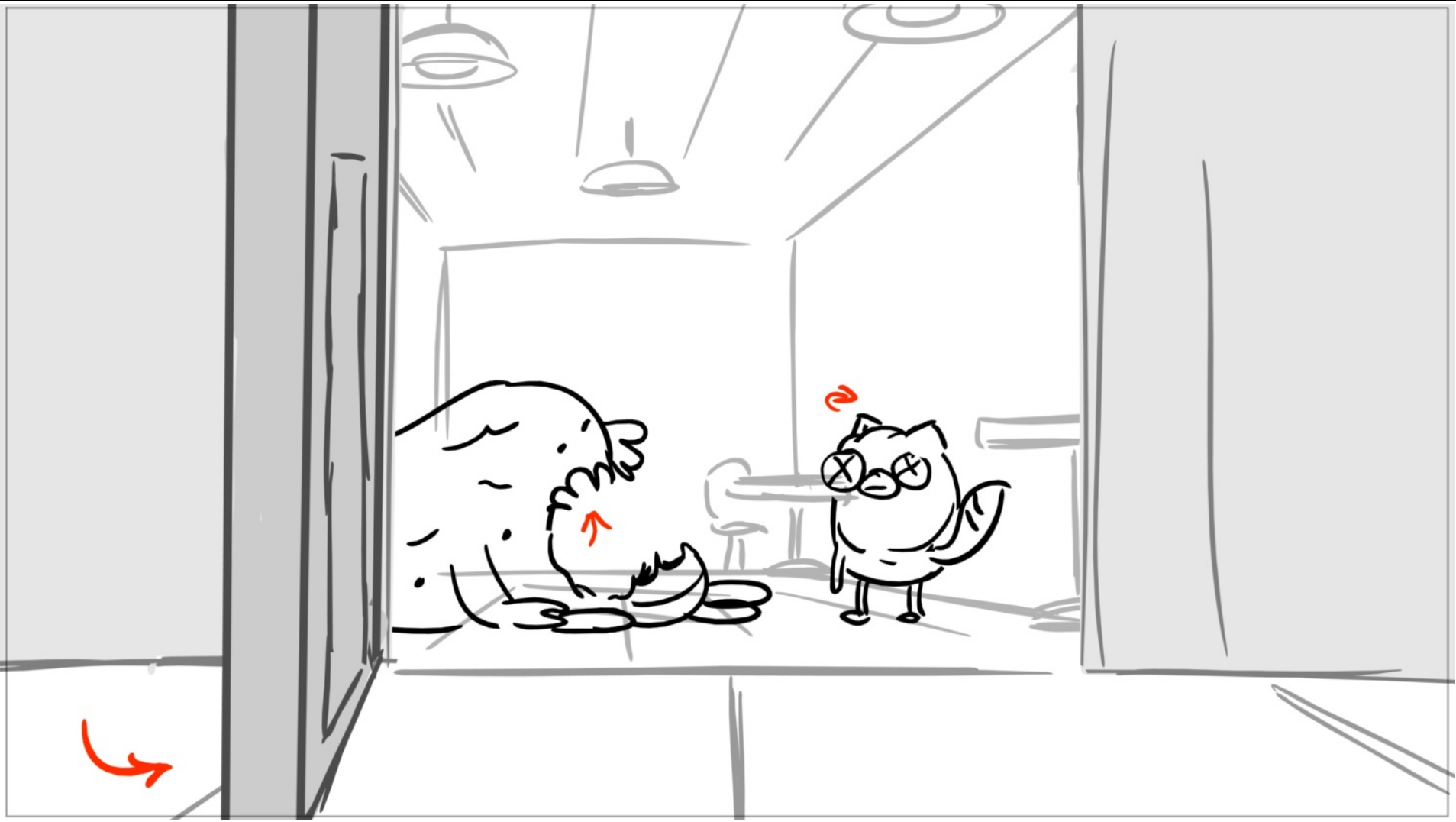
SFX: (shop bell)









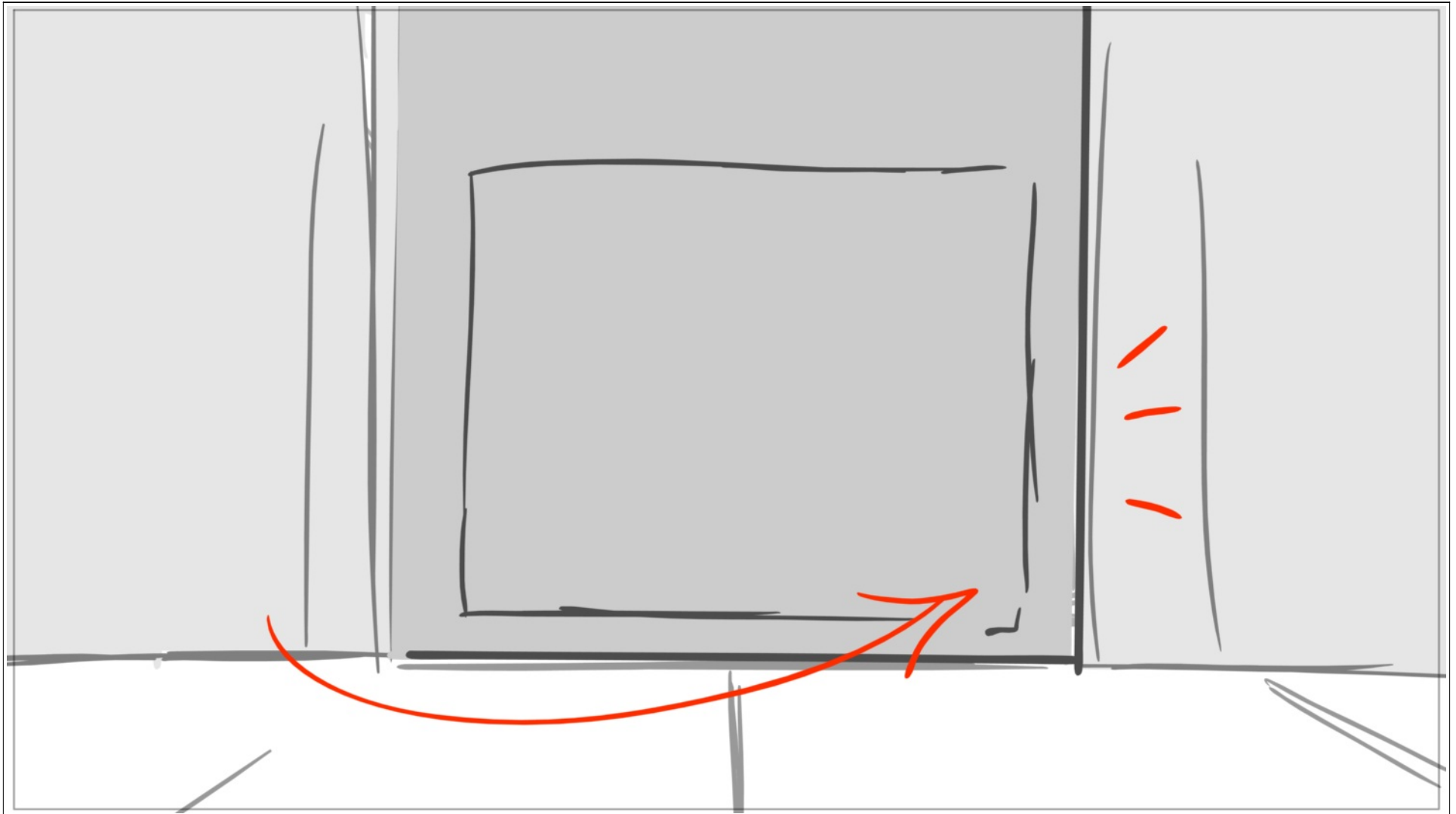


Scene

020

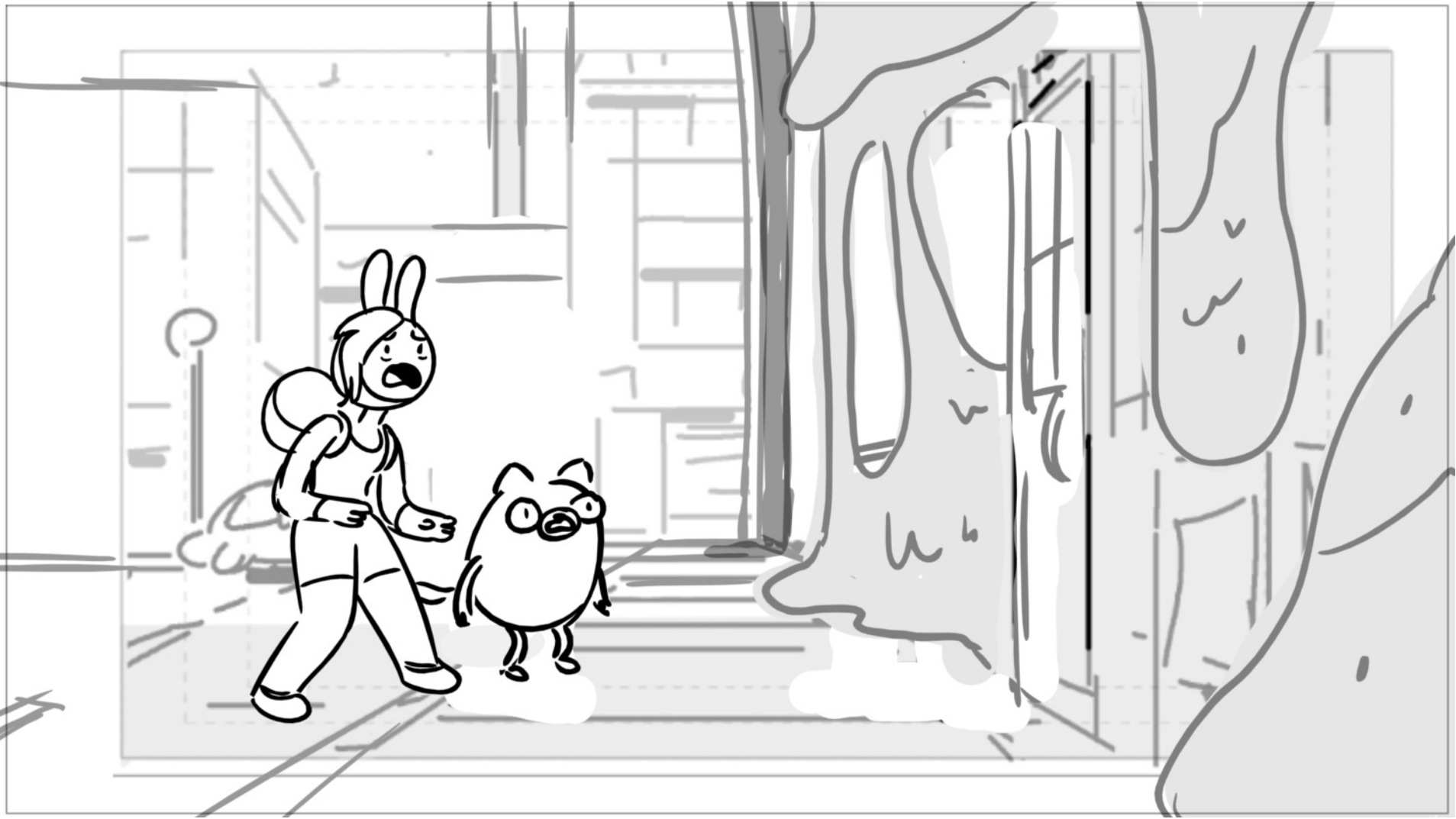
Panel

6



Dialog

(door closing SFX)



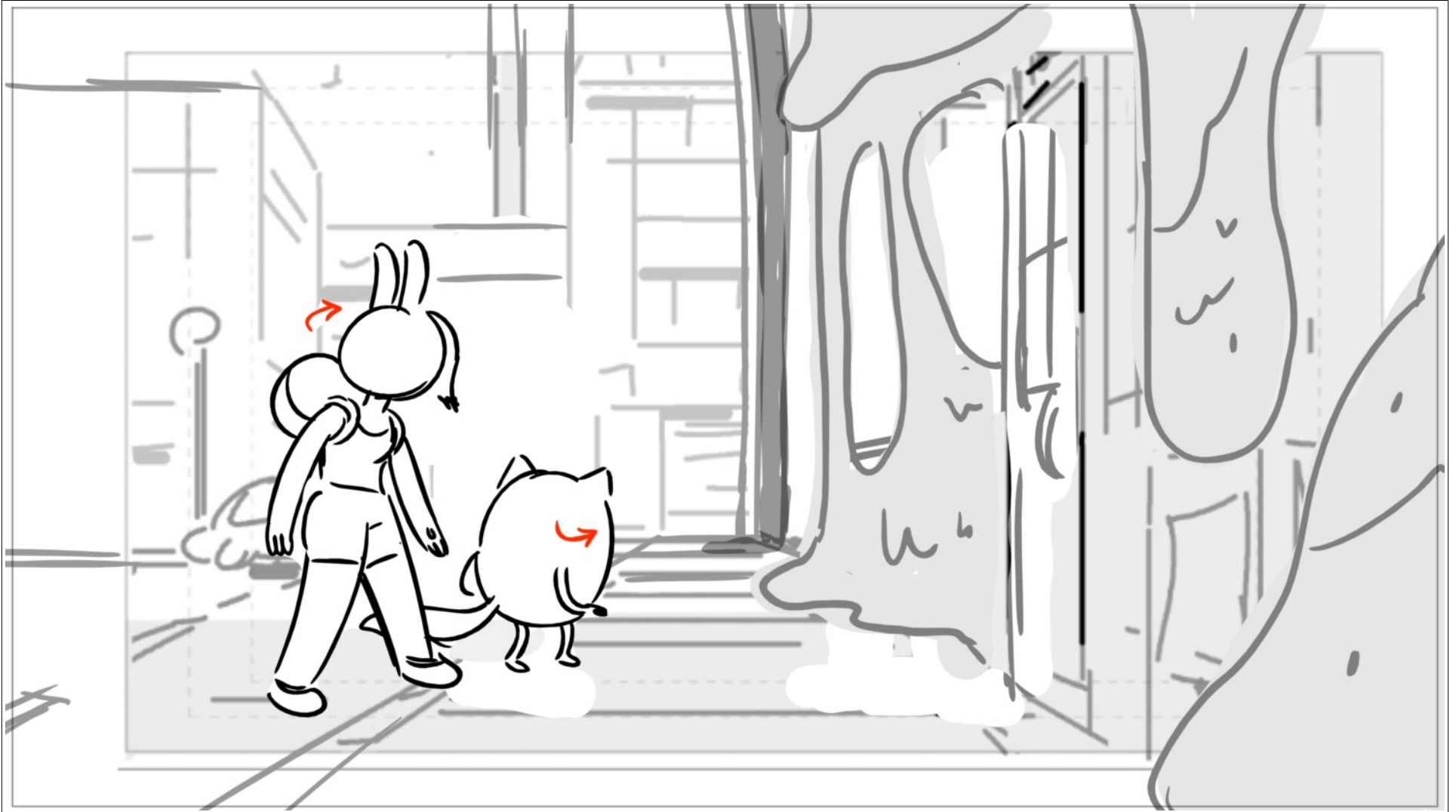


Scene

021

Panel

2



Dialog

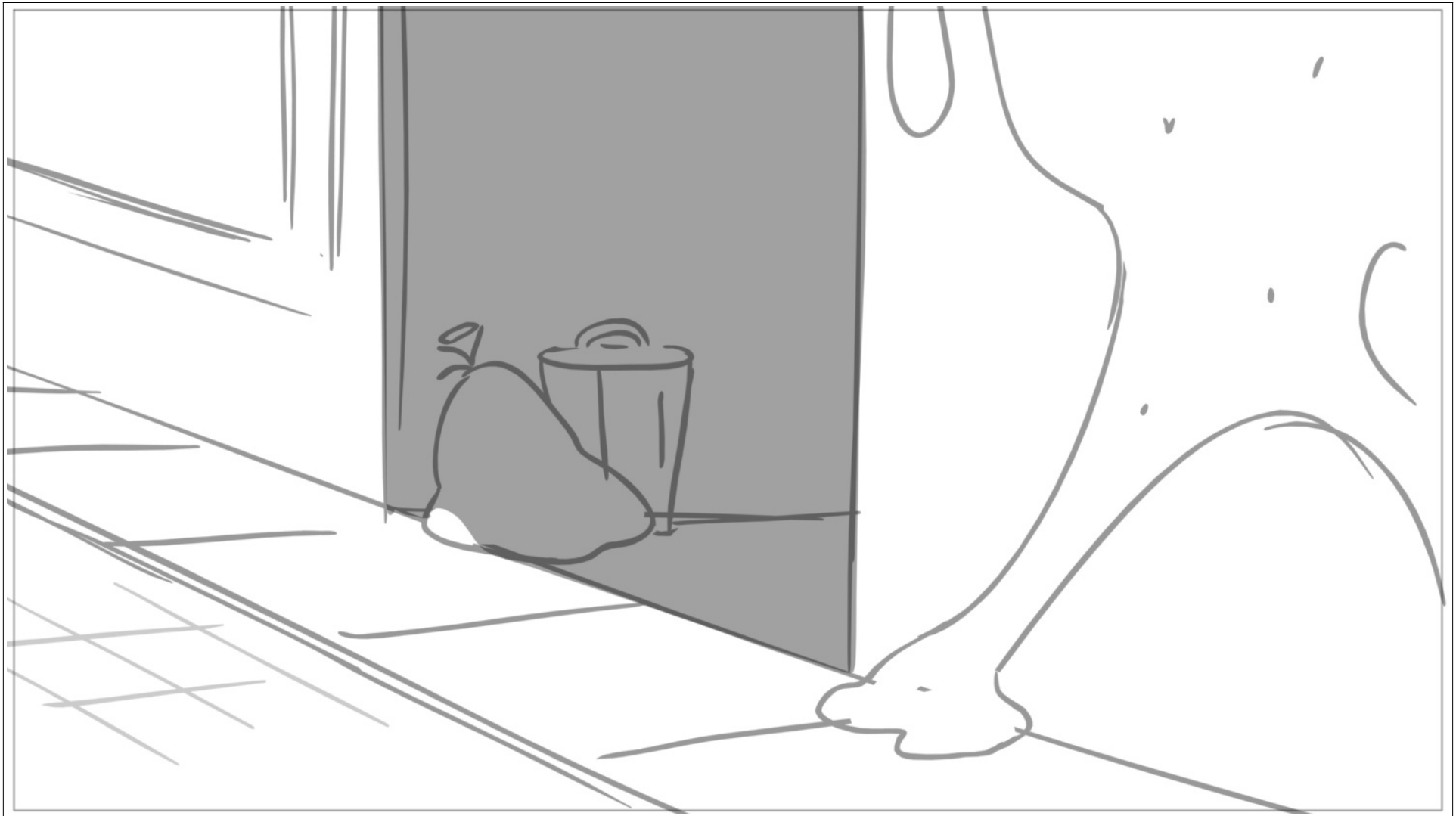
SFX: (guitar playing)

Scene

022

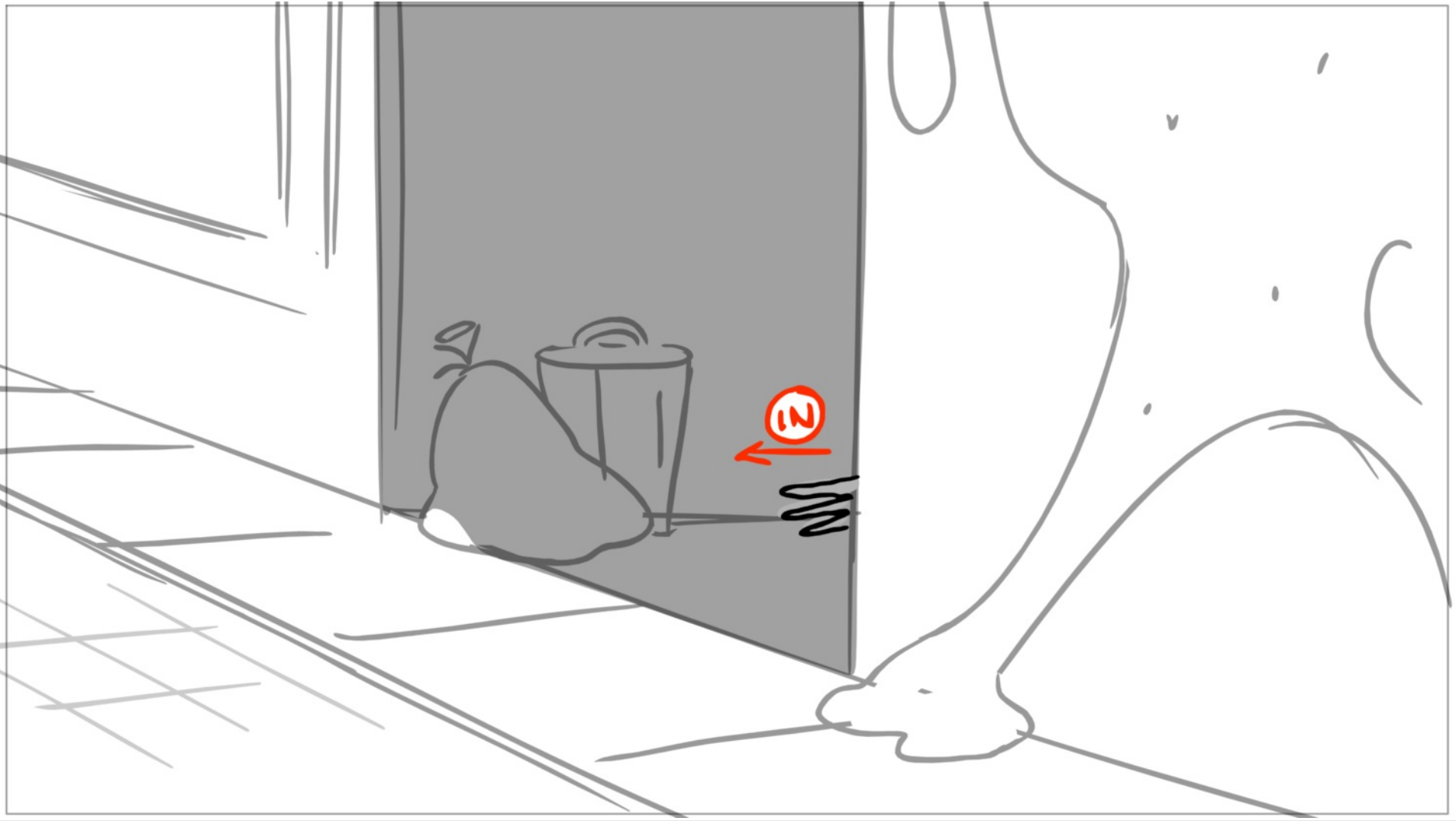
Panel

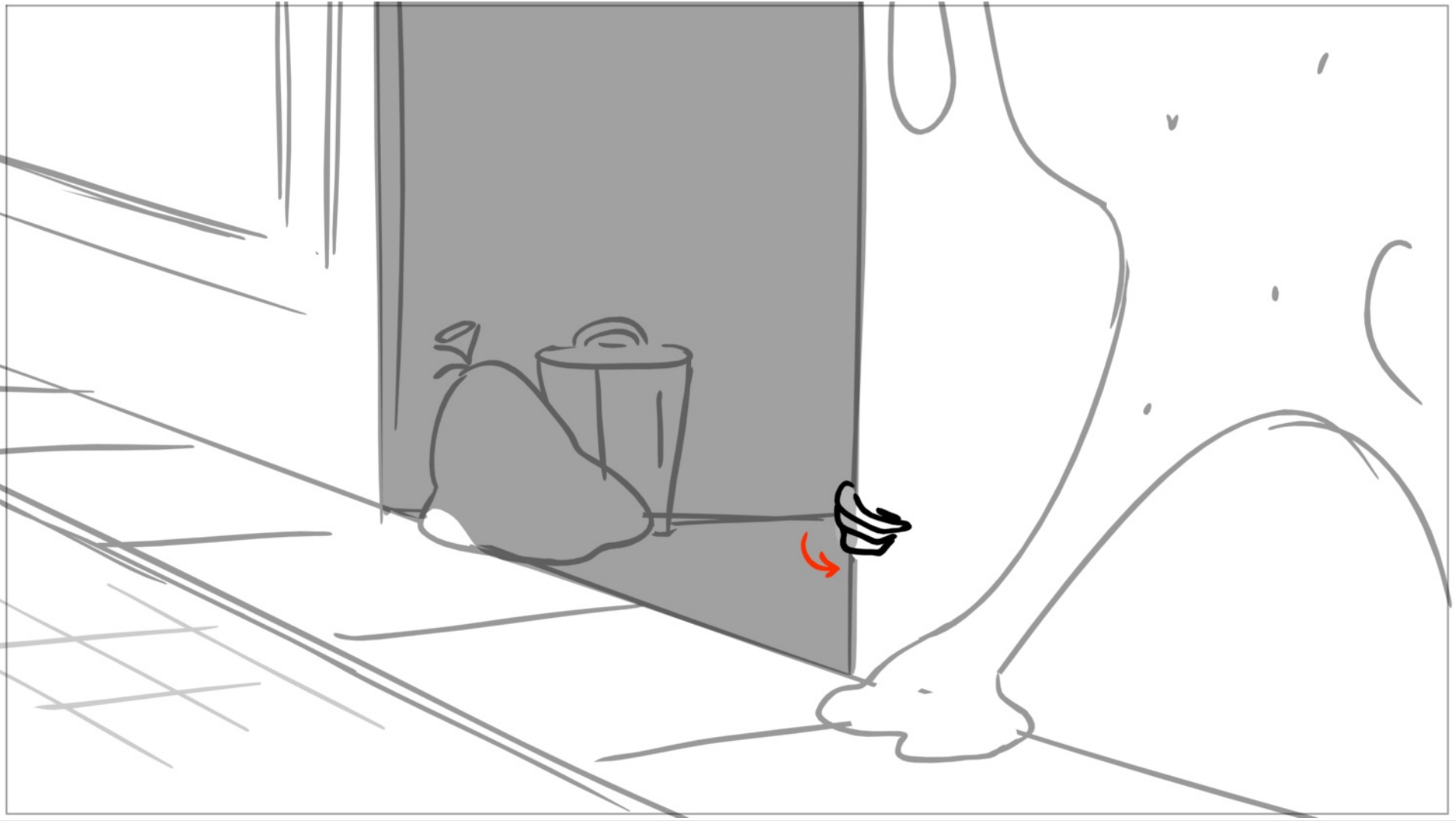
1

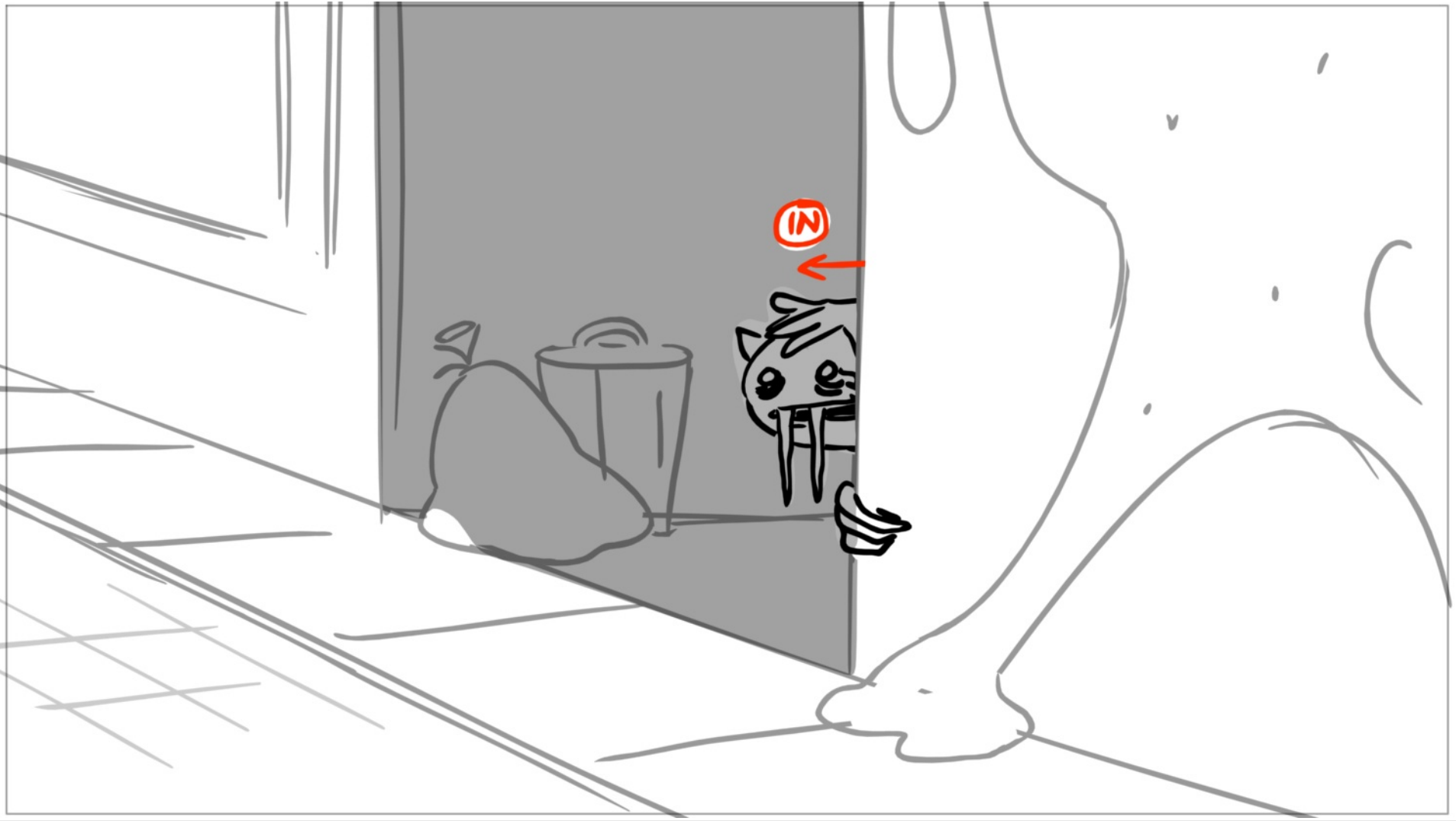


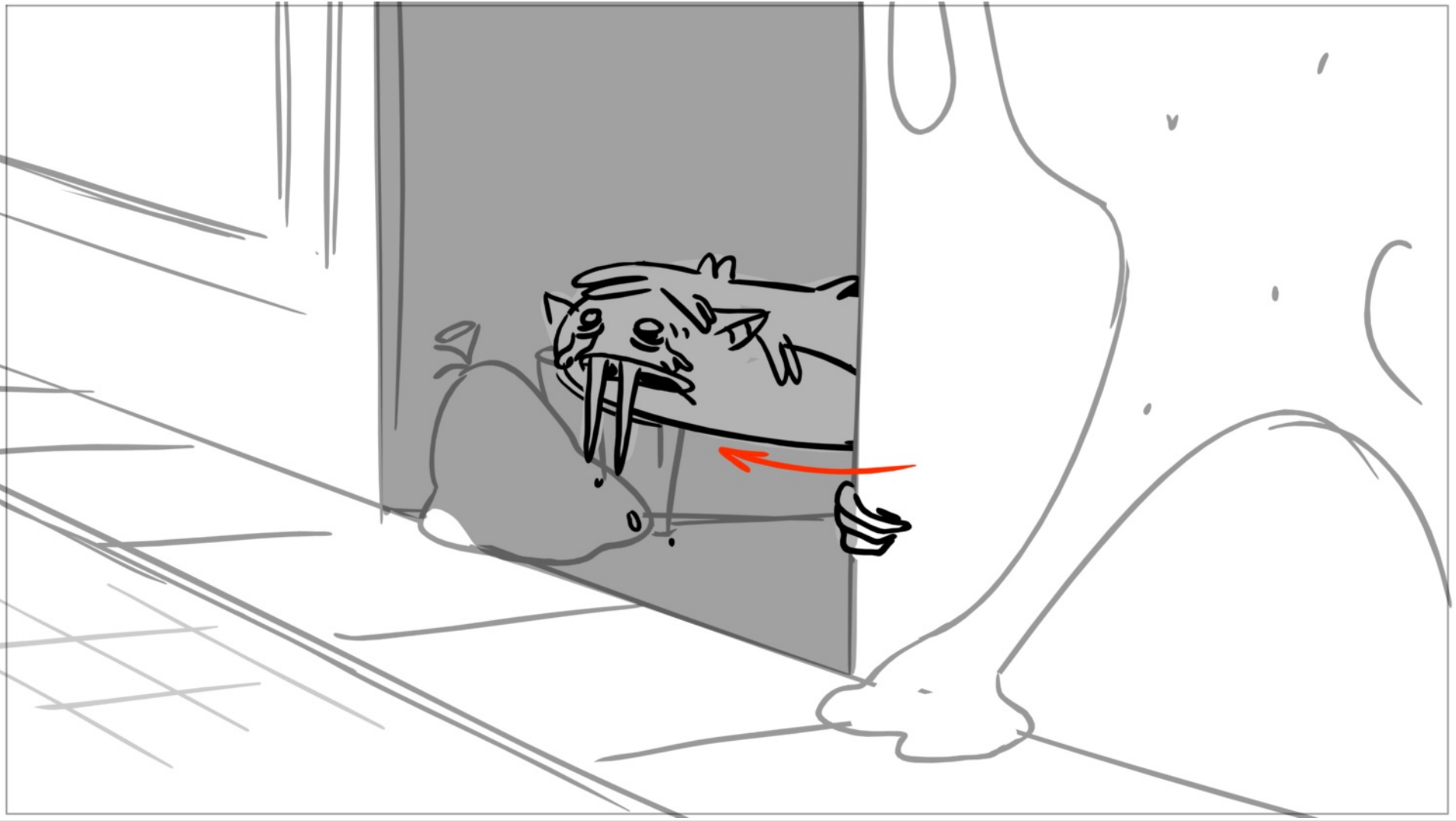
Dialog

SFX: (guitar trails off)

















Scene

023

Panel

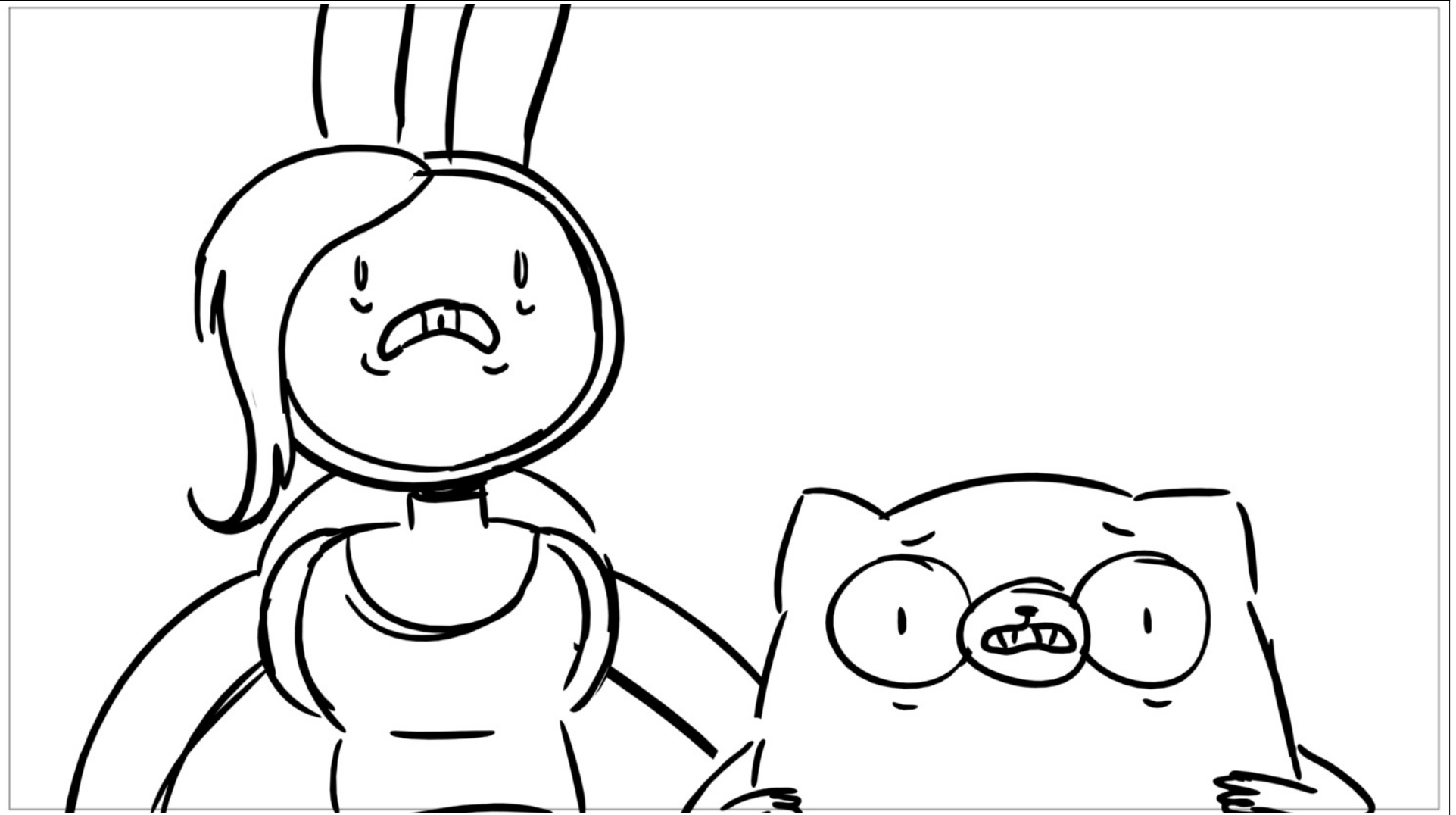
4

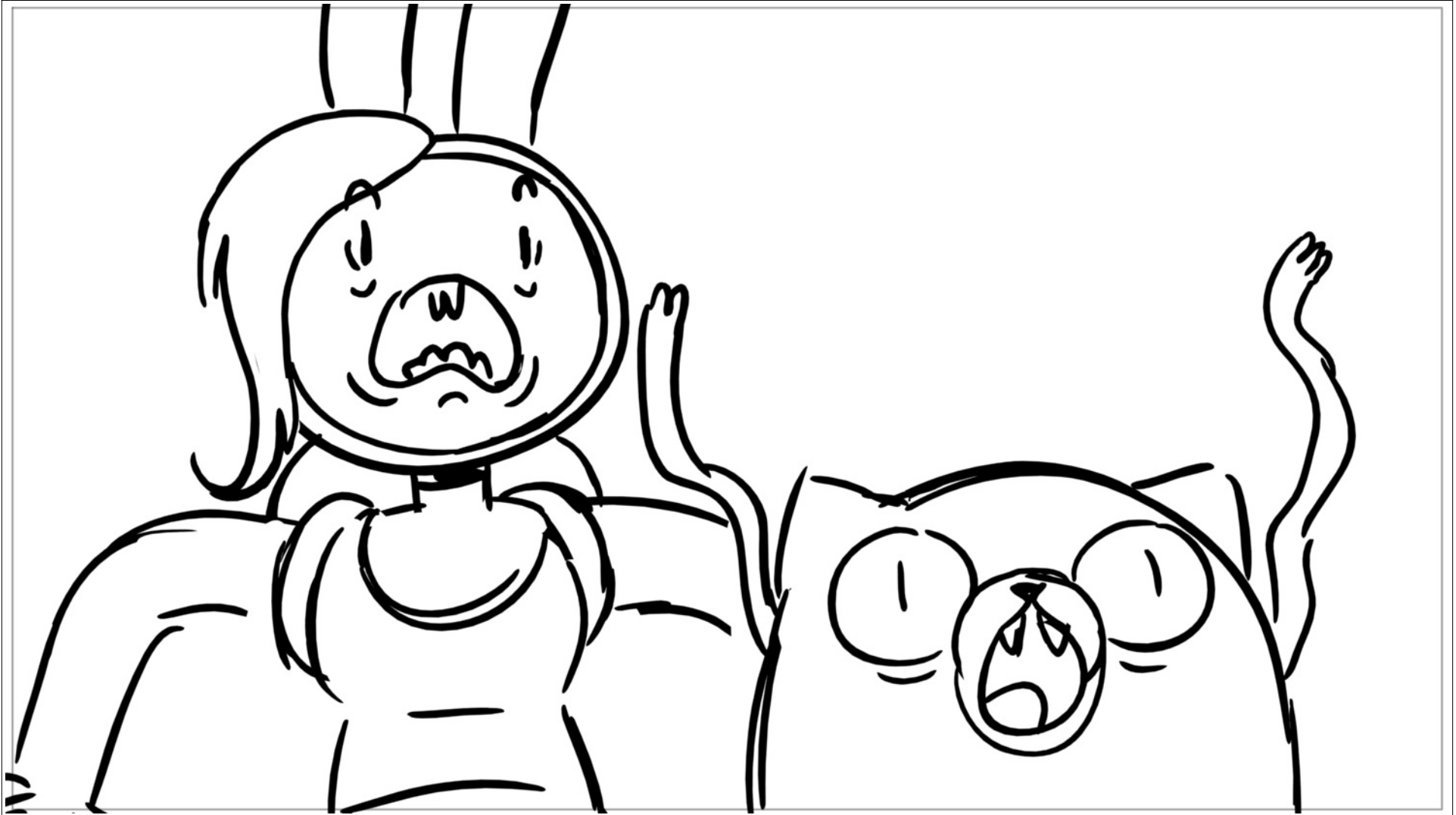


Dialog

M: (screeching)

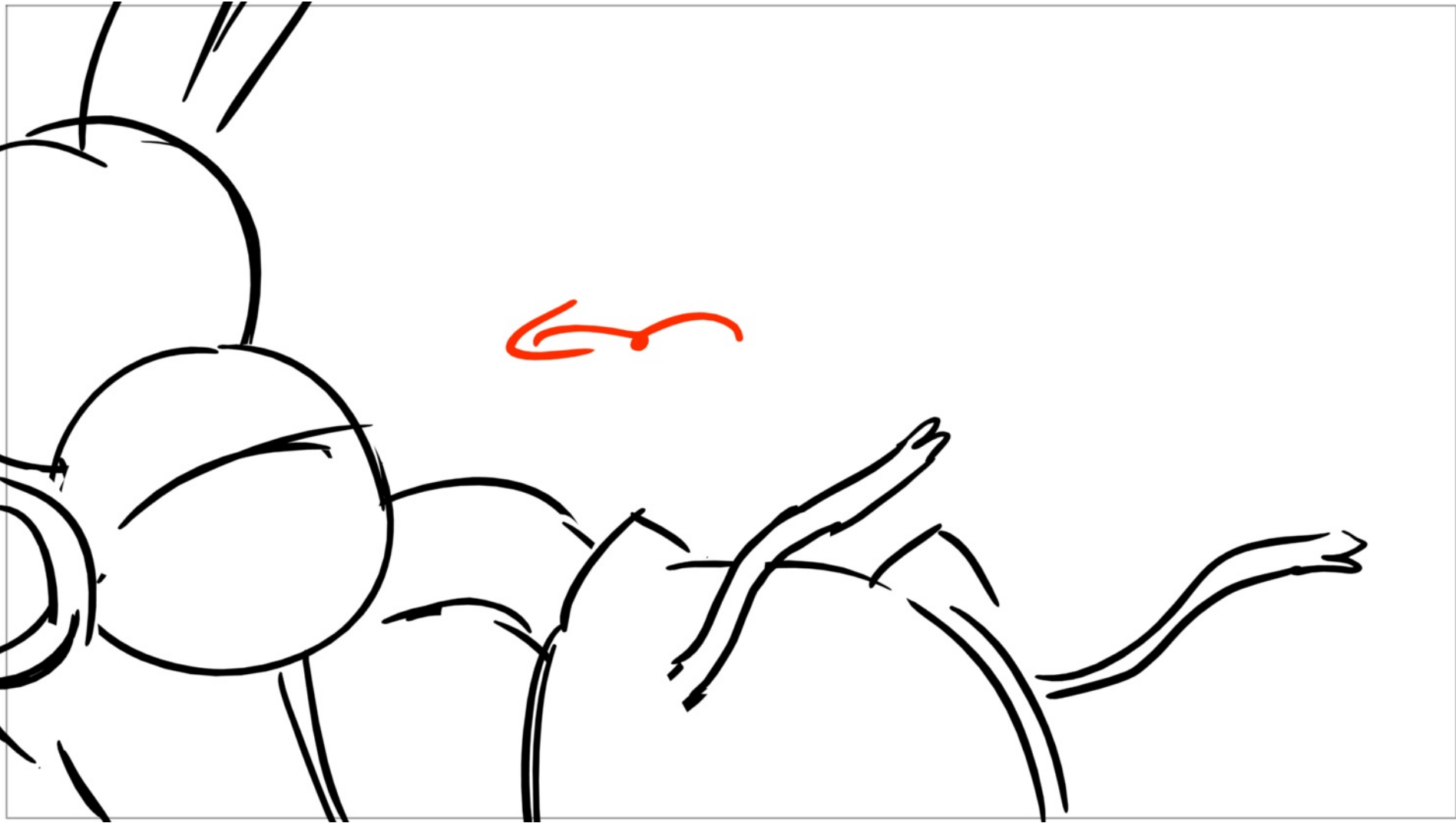
SFX: (whoosh!)





Dialog

F&amp;C: (terrified screaming) Waaaaa!



out













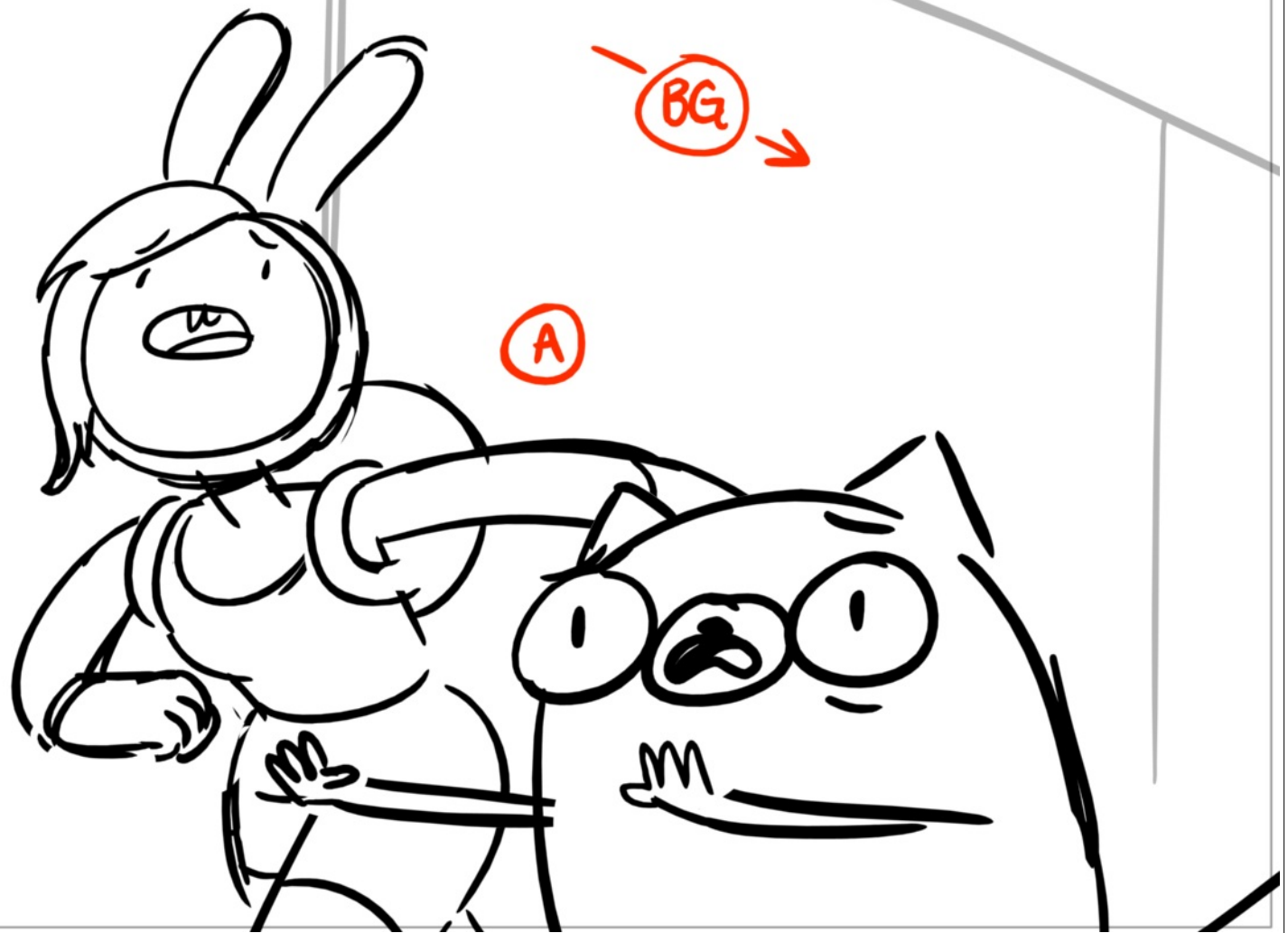


Scene

026

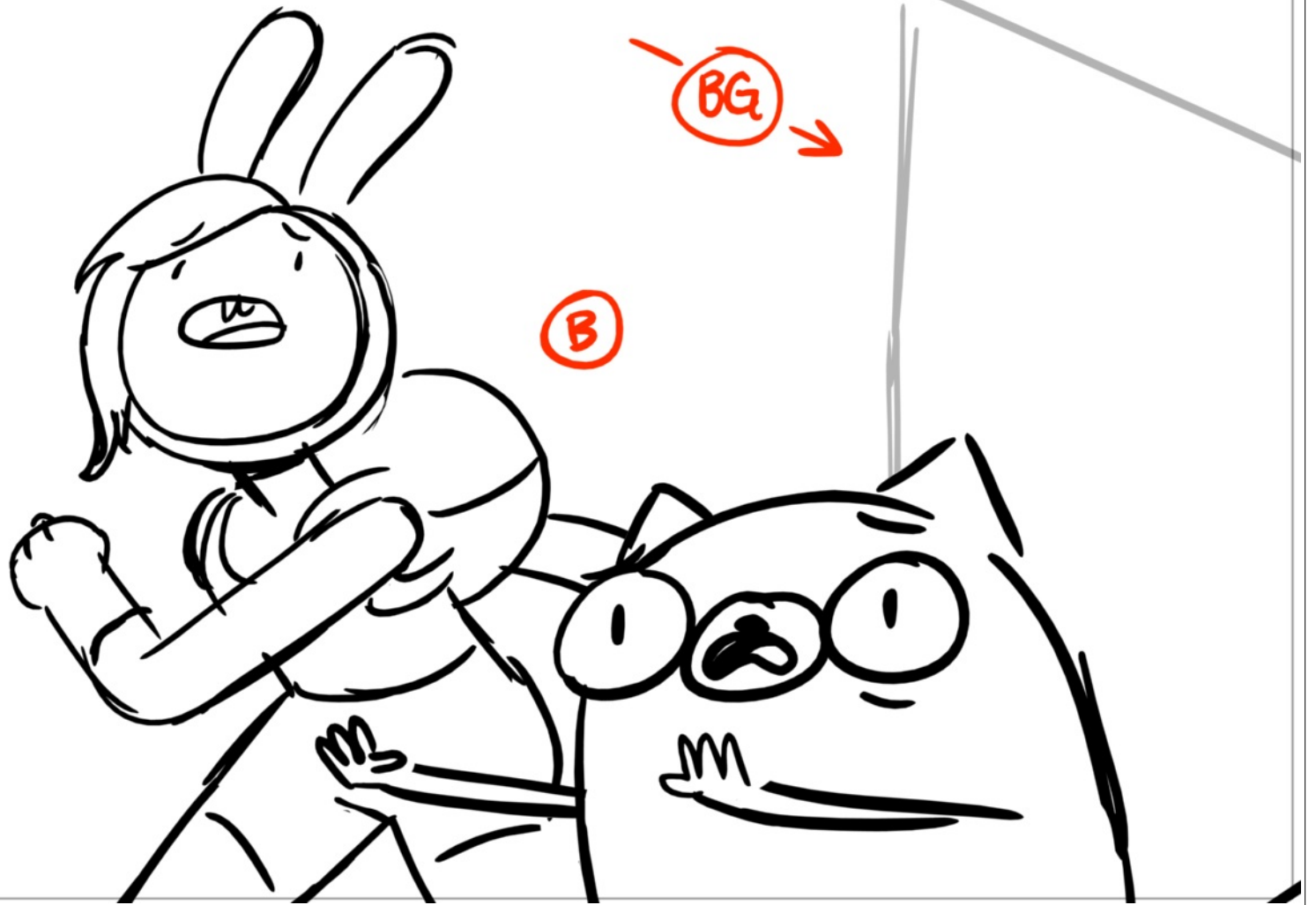
Panel

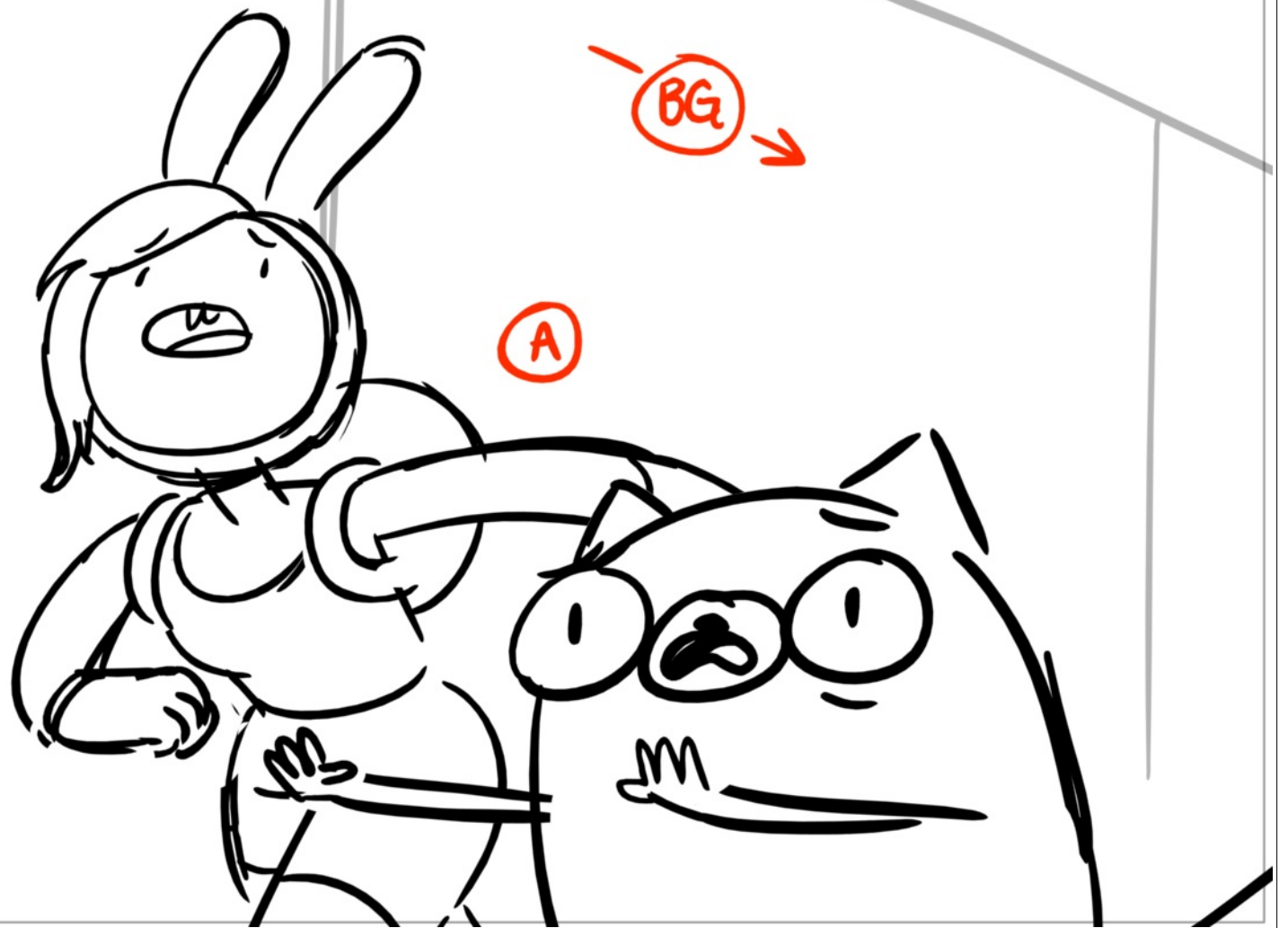
1

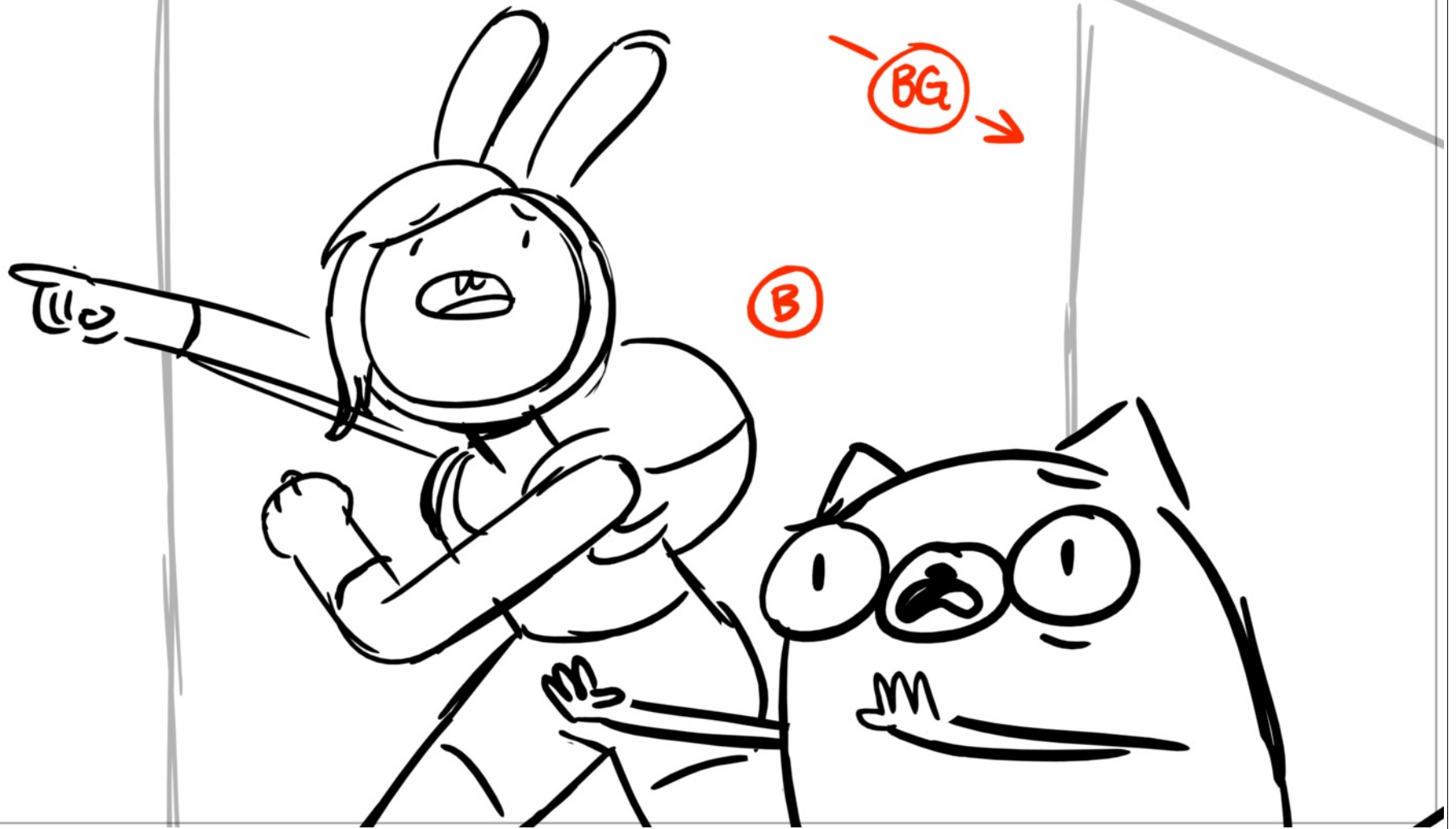


Dialog

F & C: (running efforts)







Dialog

F: Our building!





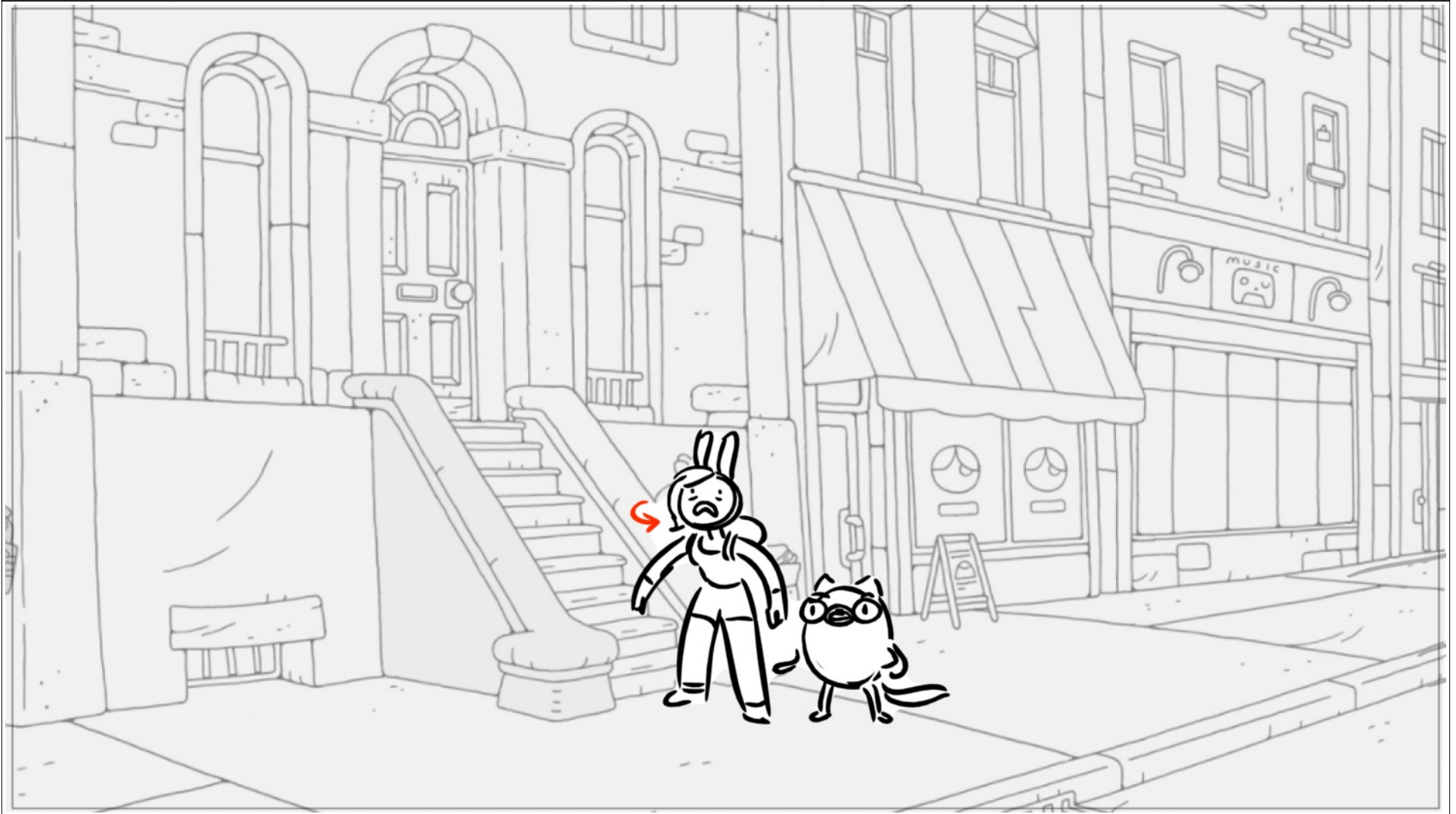






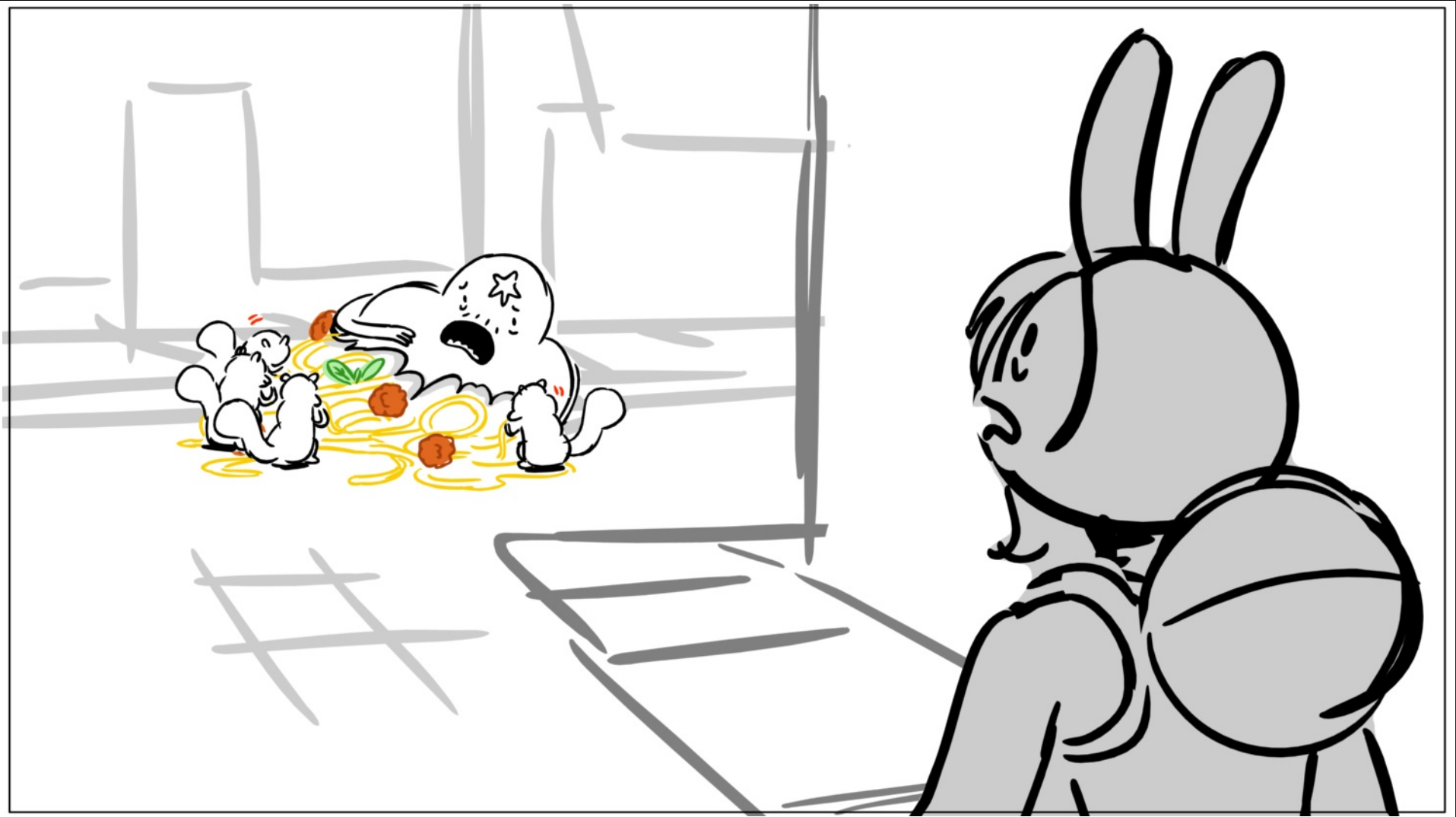






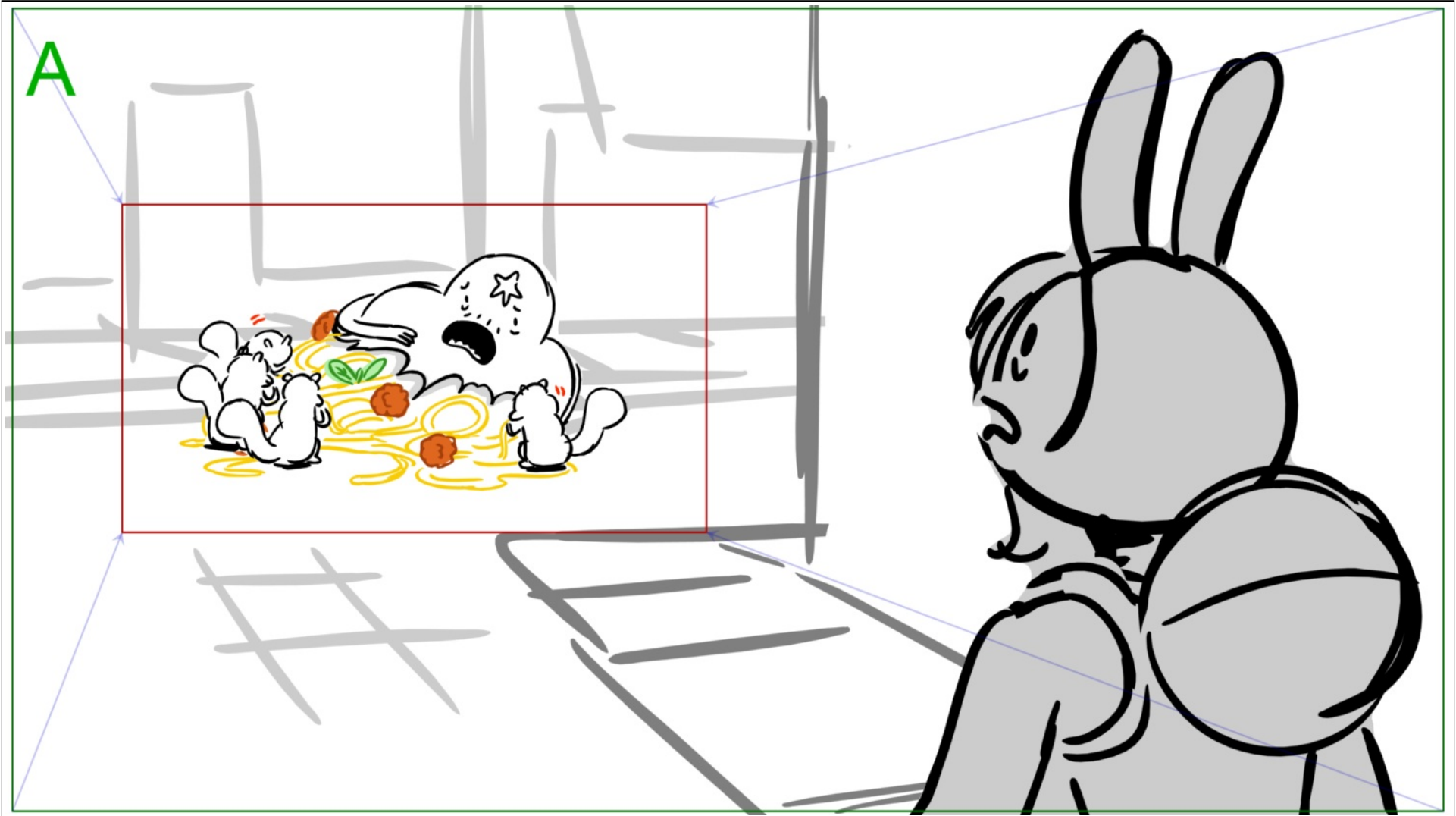
Dialog

LSP: (OS) No, no!



Dialog

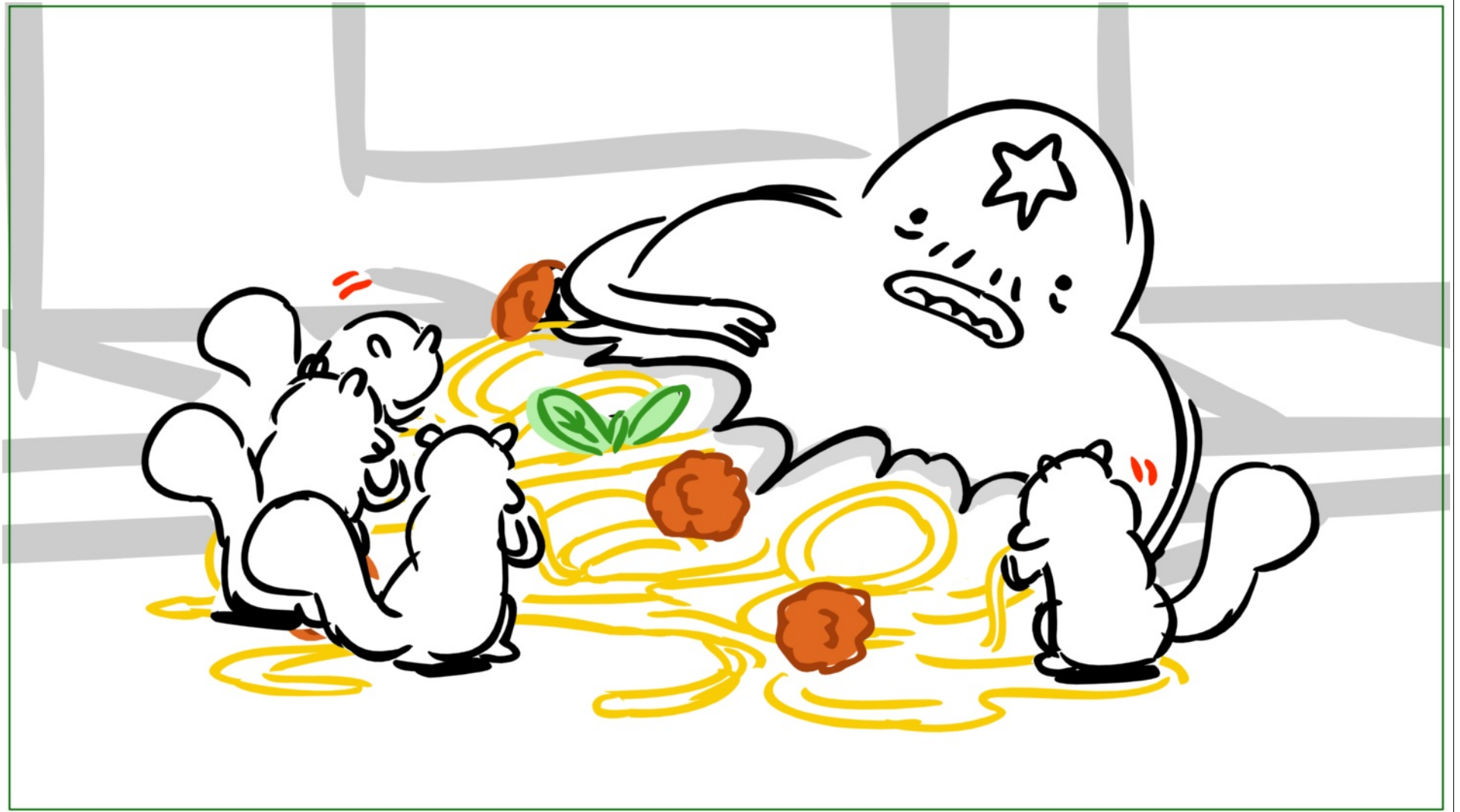
LSP: My --



Dialog

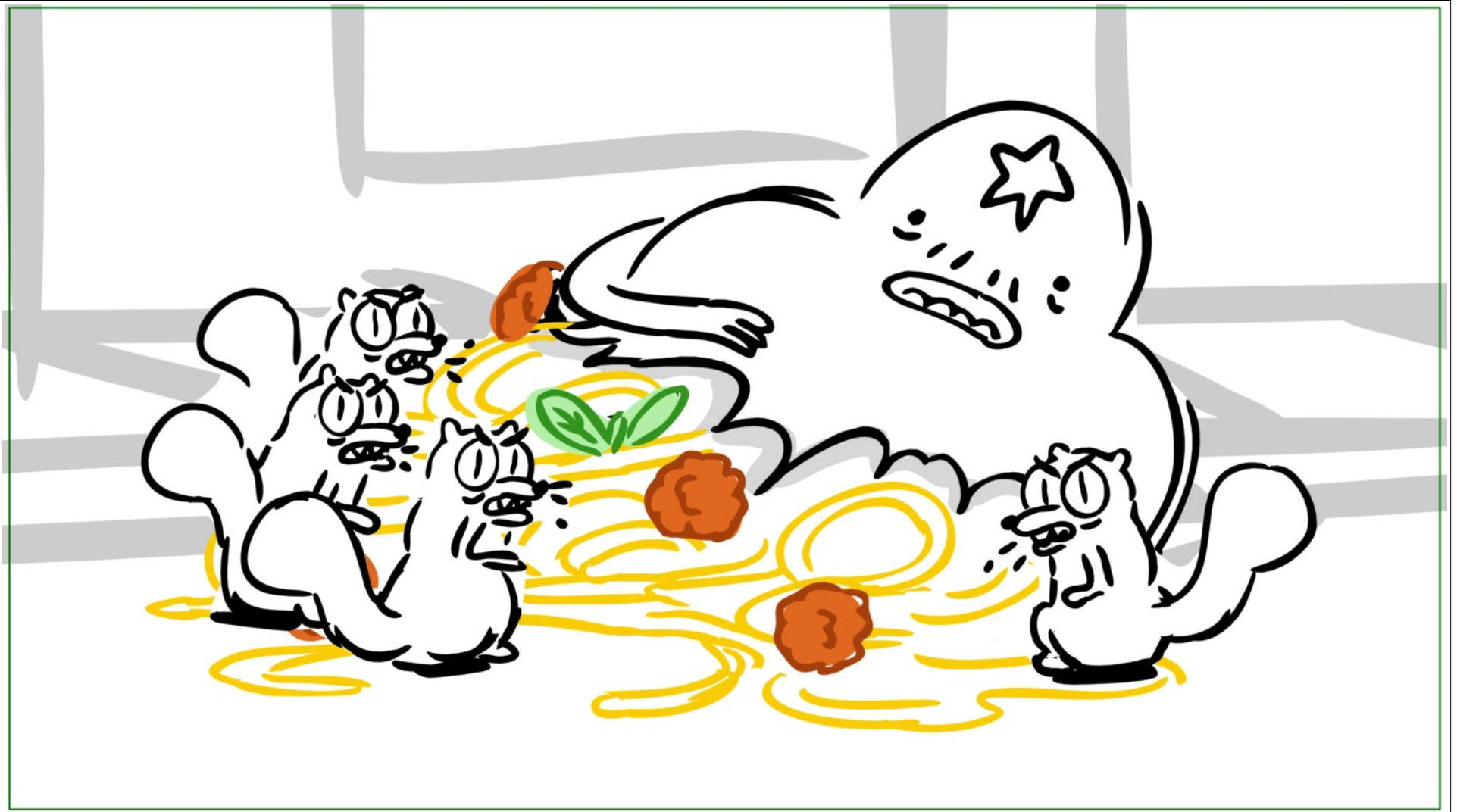
LSP: --spaghetti!!





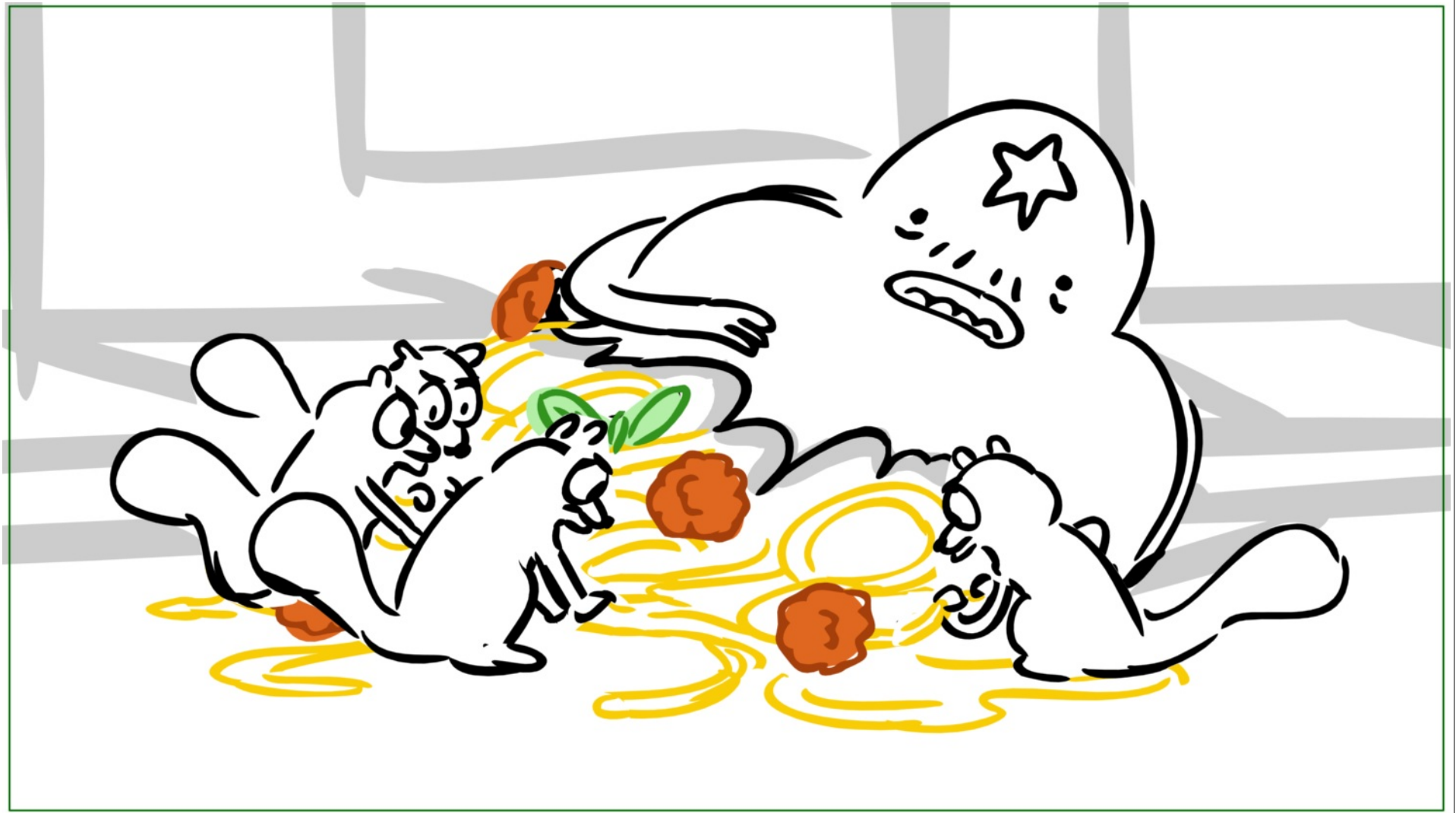






Dialog

Squirrels: (HISS)



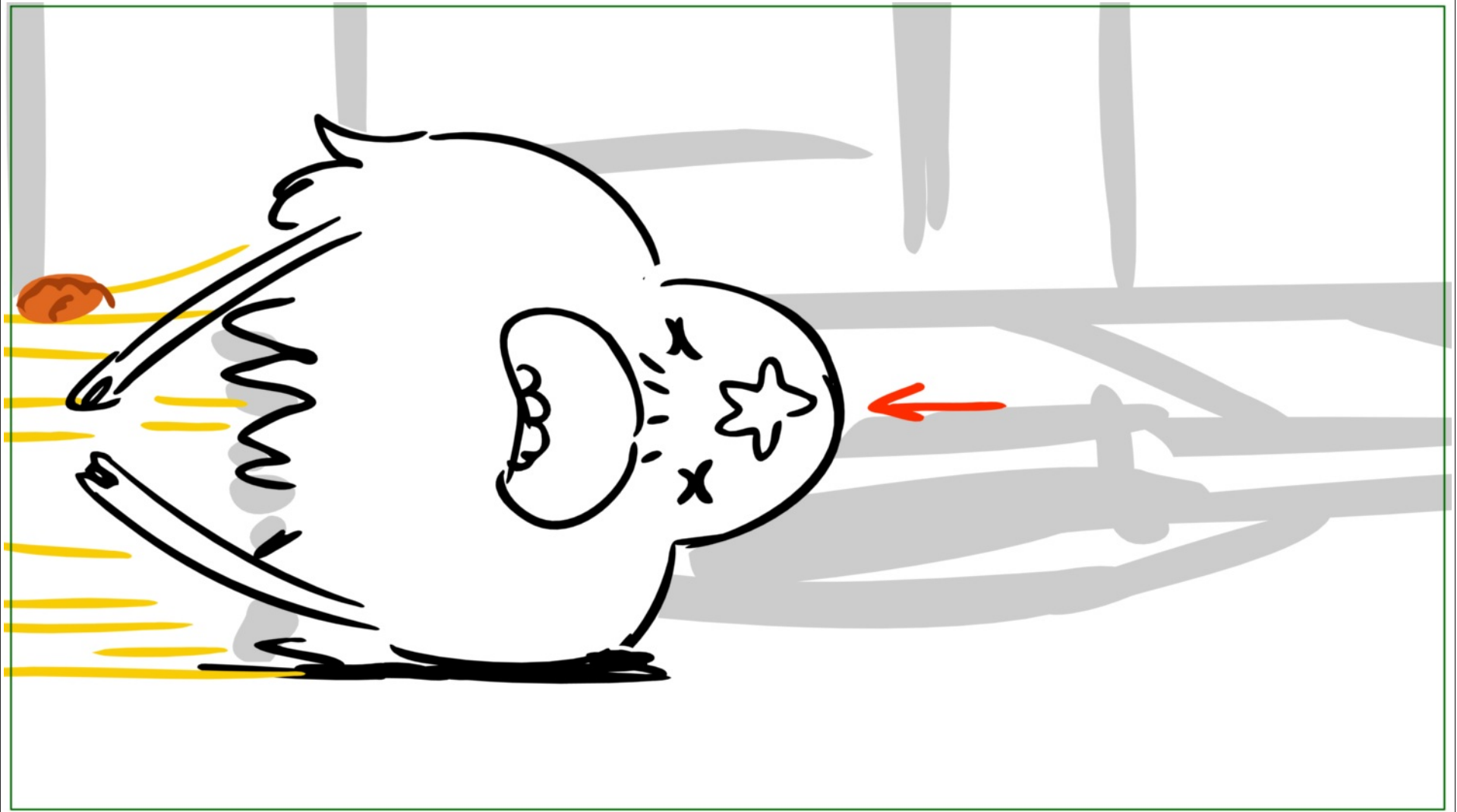
Dialog

Squirrels: (HISS)



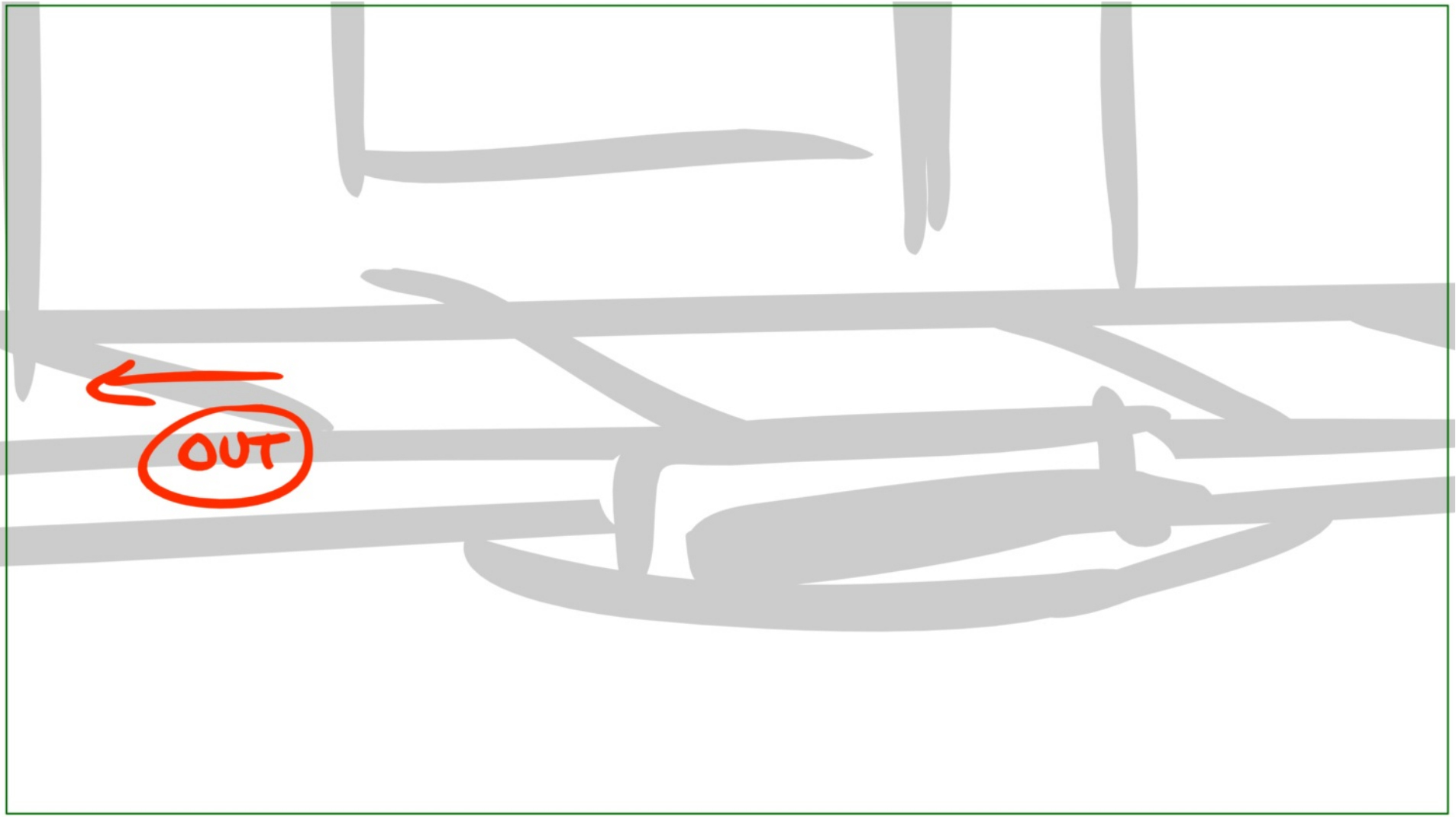
Dialog

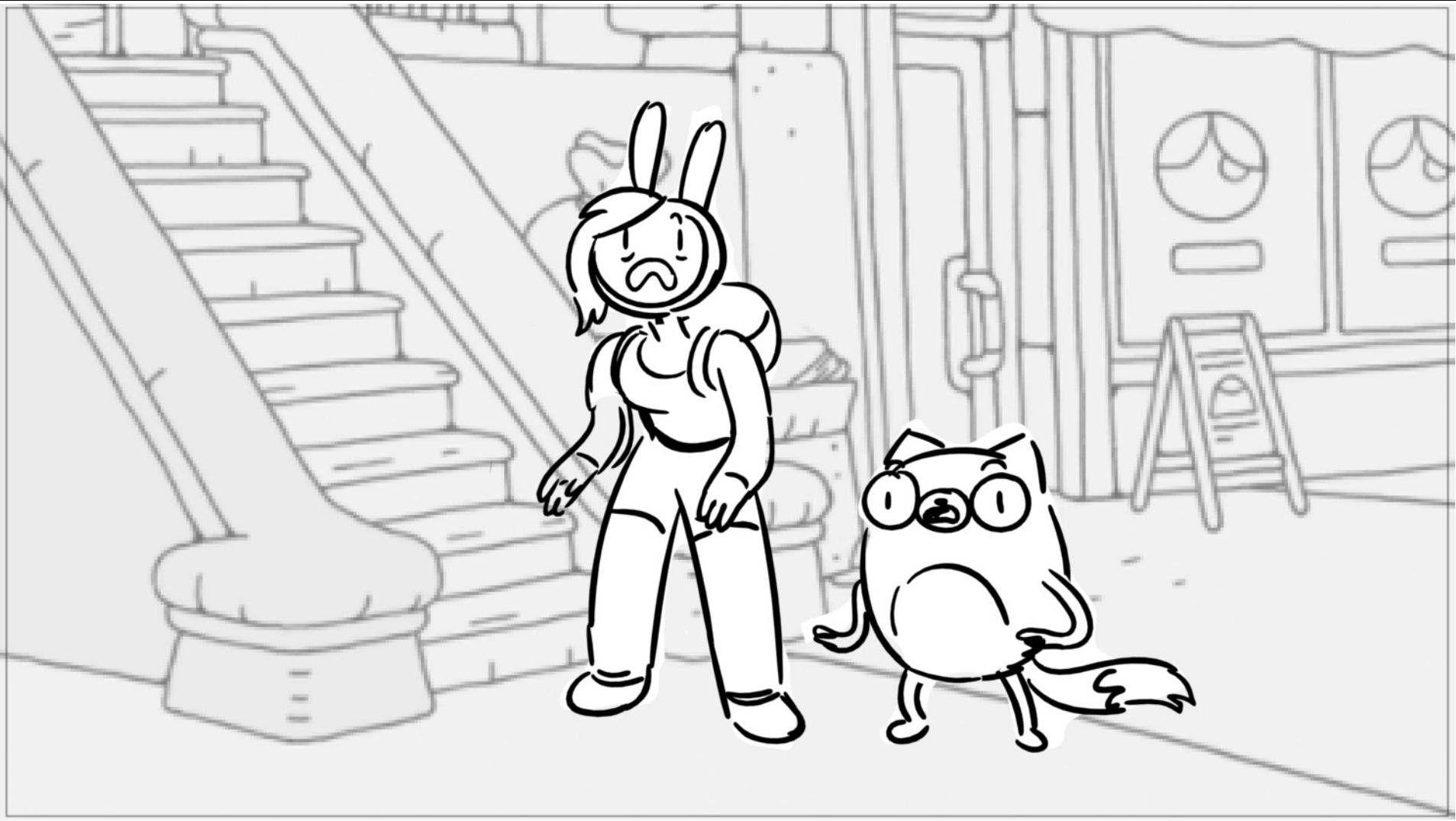
LSP: Wait!



Dialog

LSP: I'm too pretty to get eat!



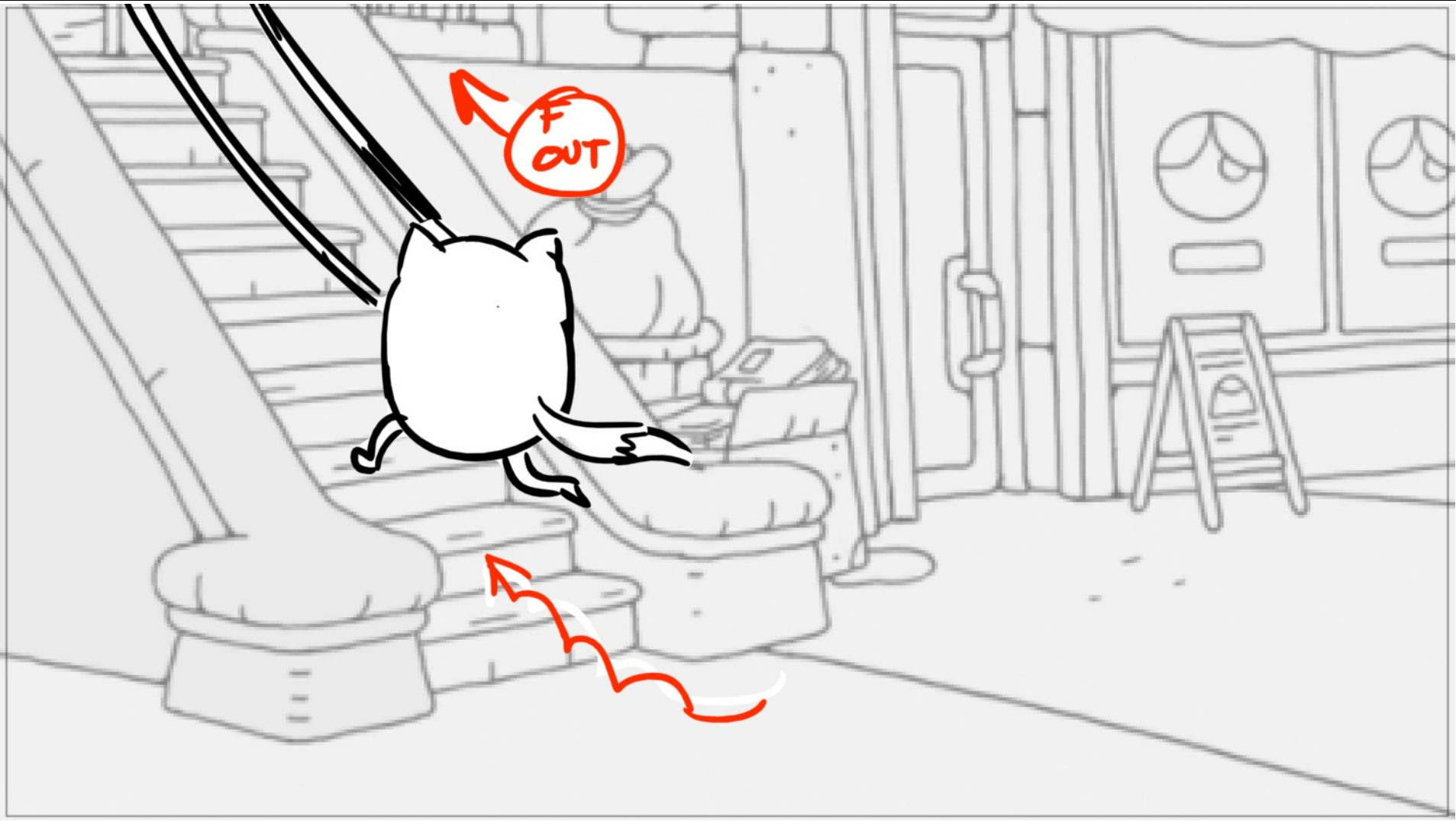








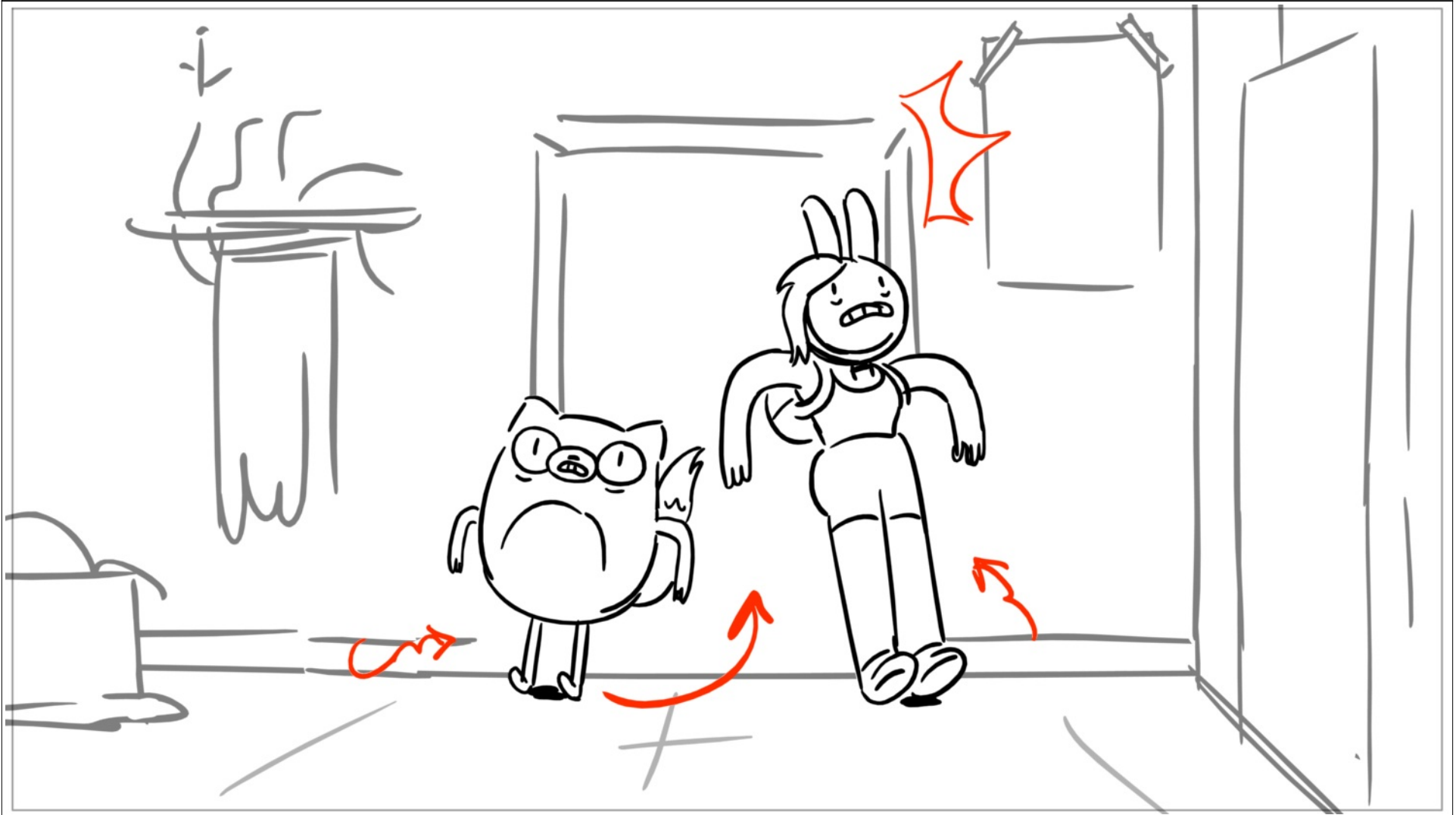






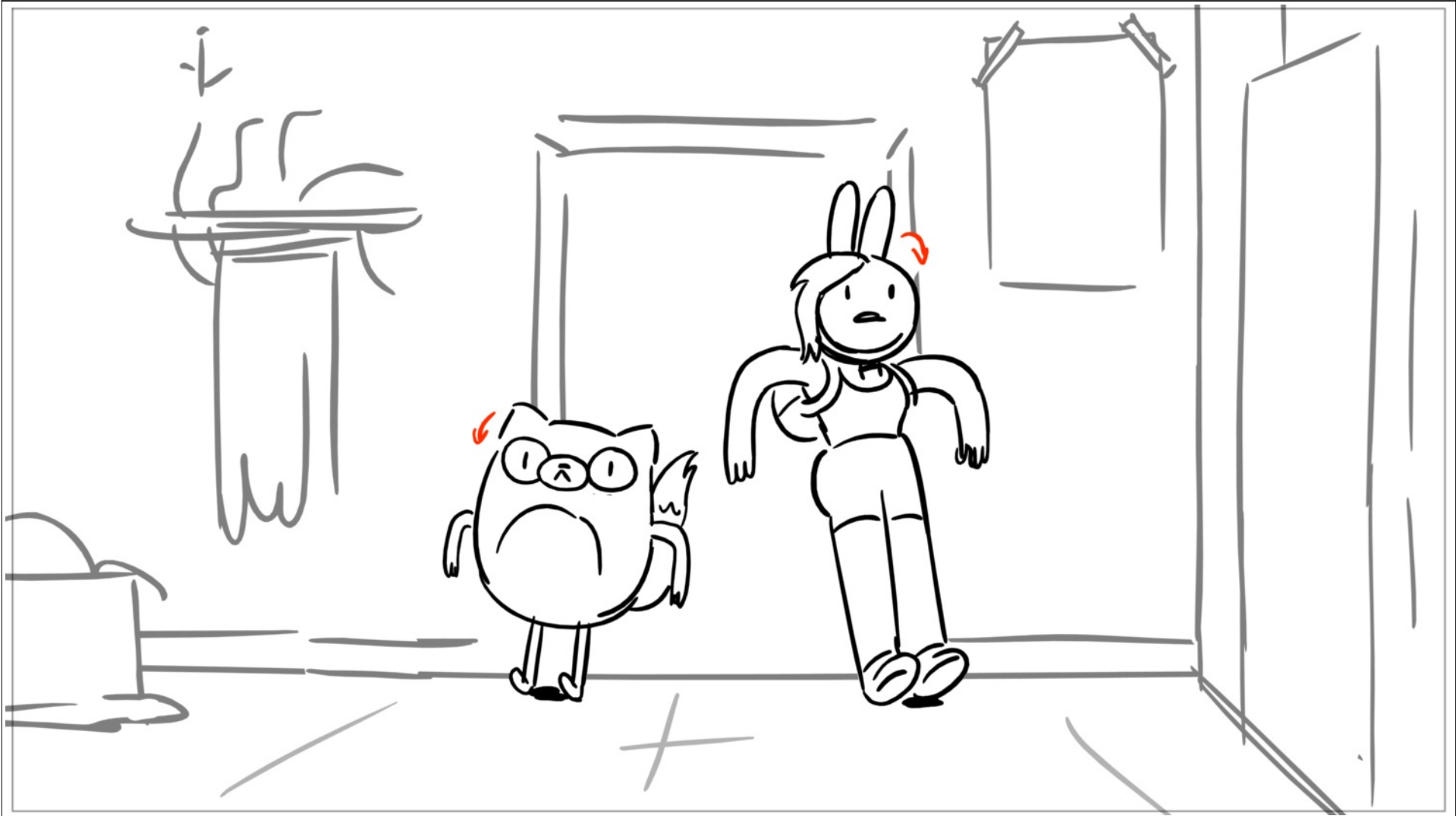






Dialog

F &amp; C: (panting from running)



Dialog

F &amp; C: (panting from running)

Scene

031

Panel

1



Dialog

F & C: (panting fades off)

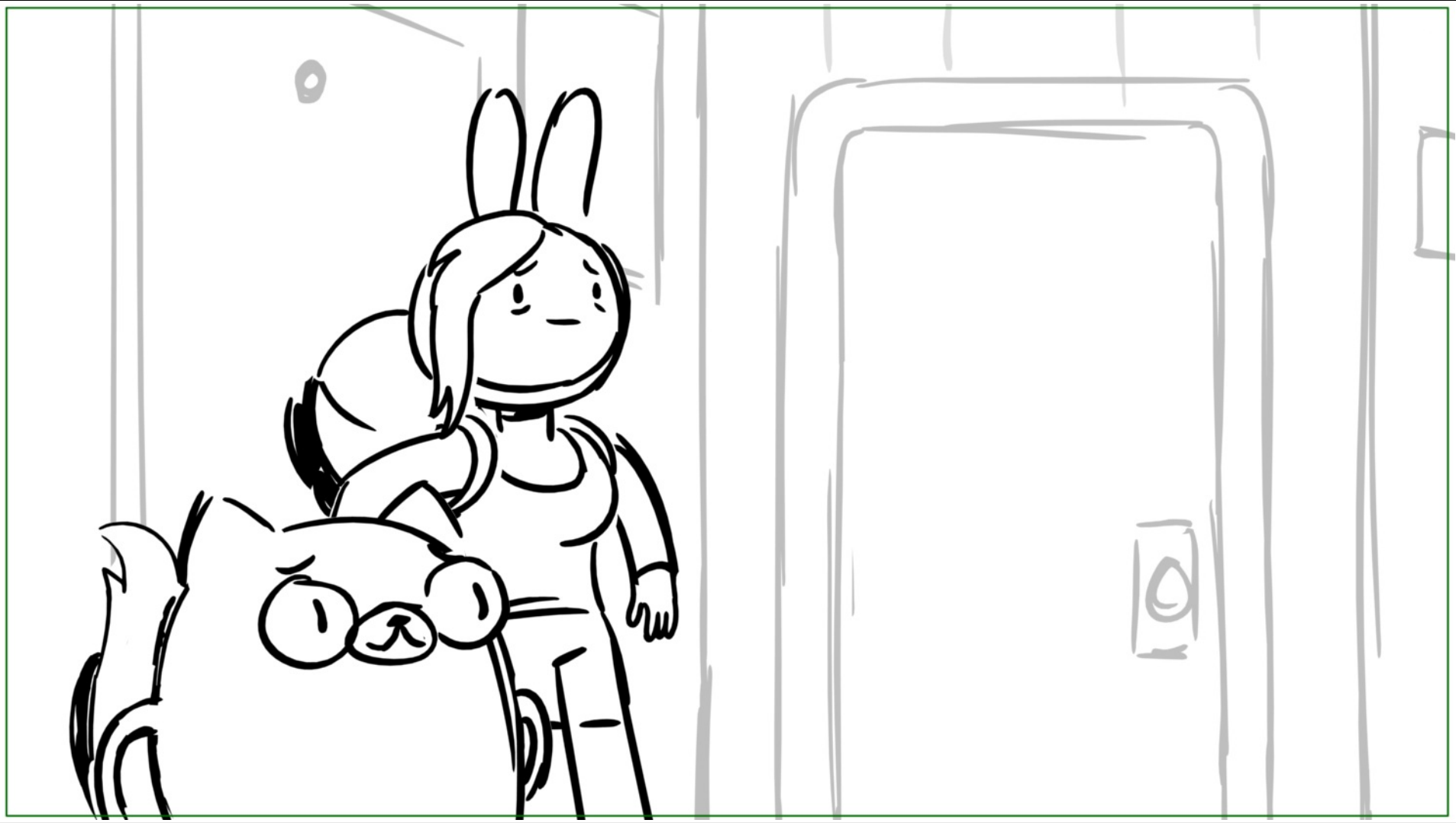


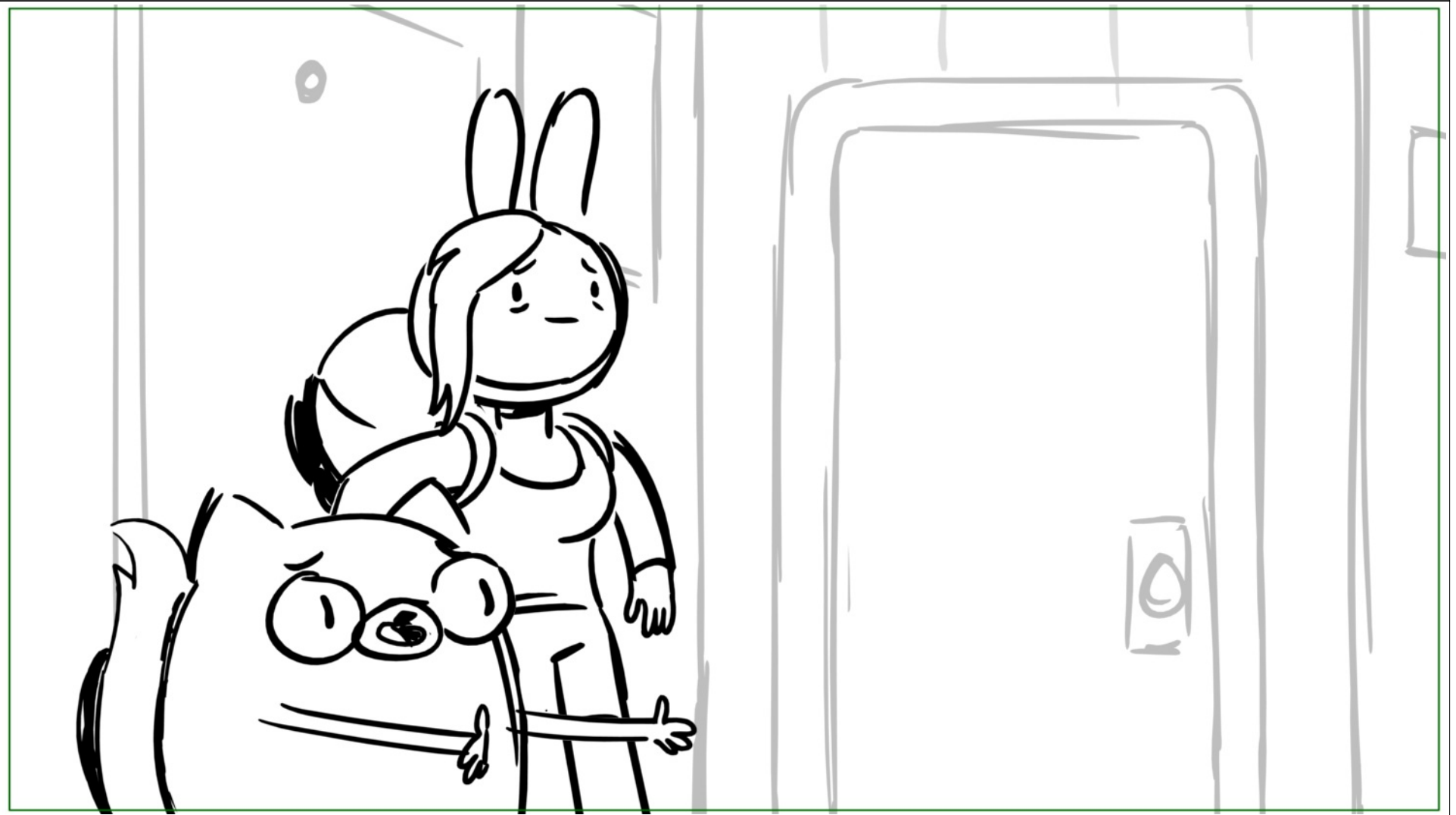






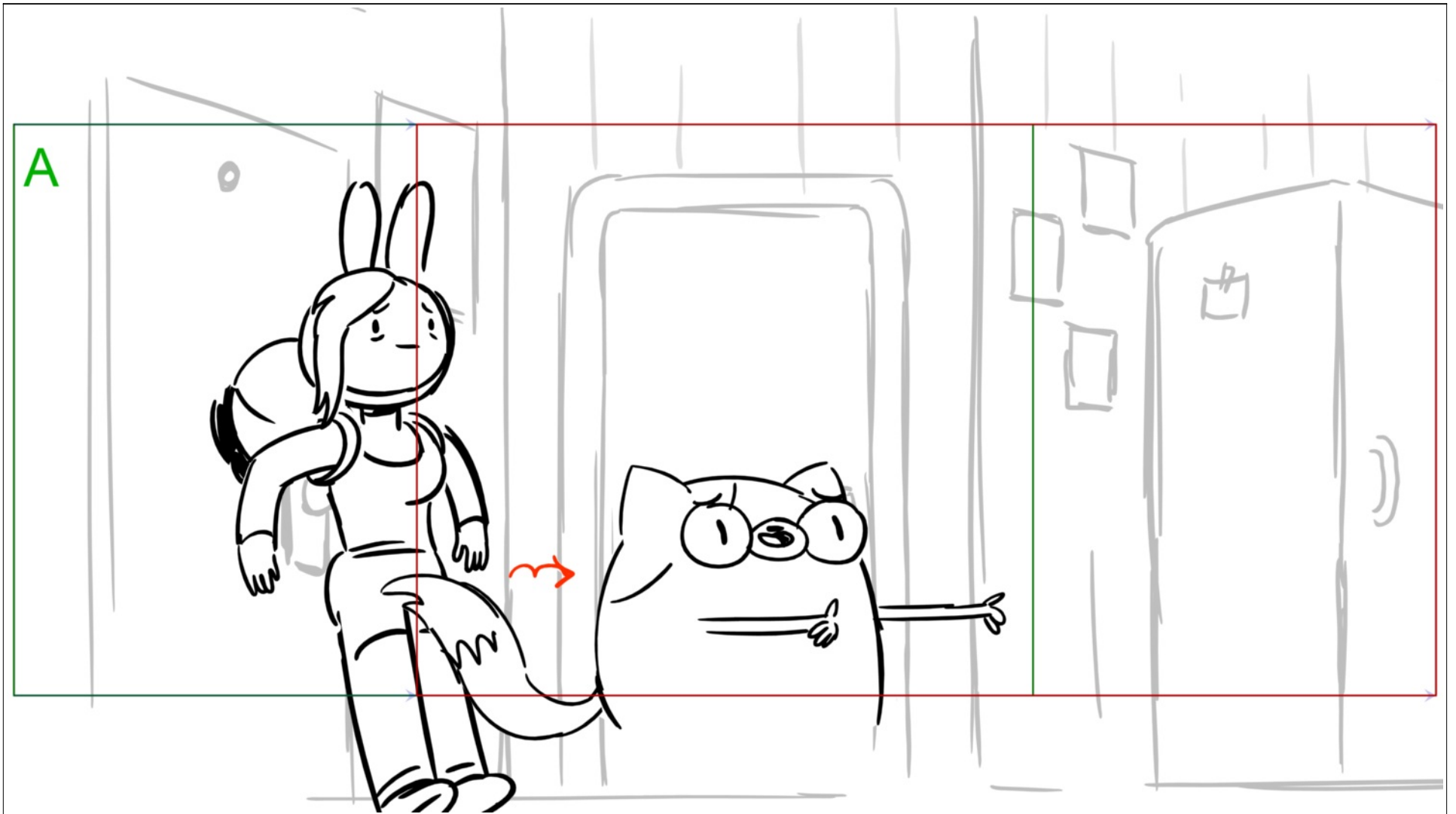






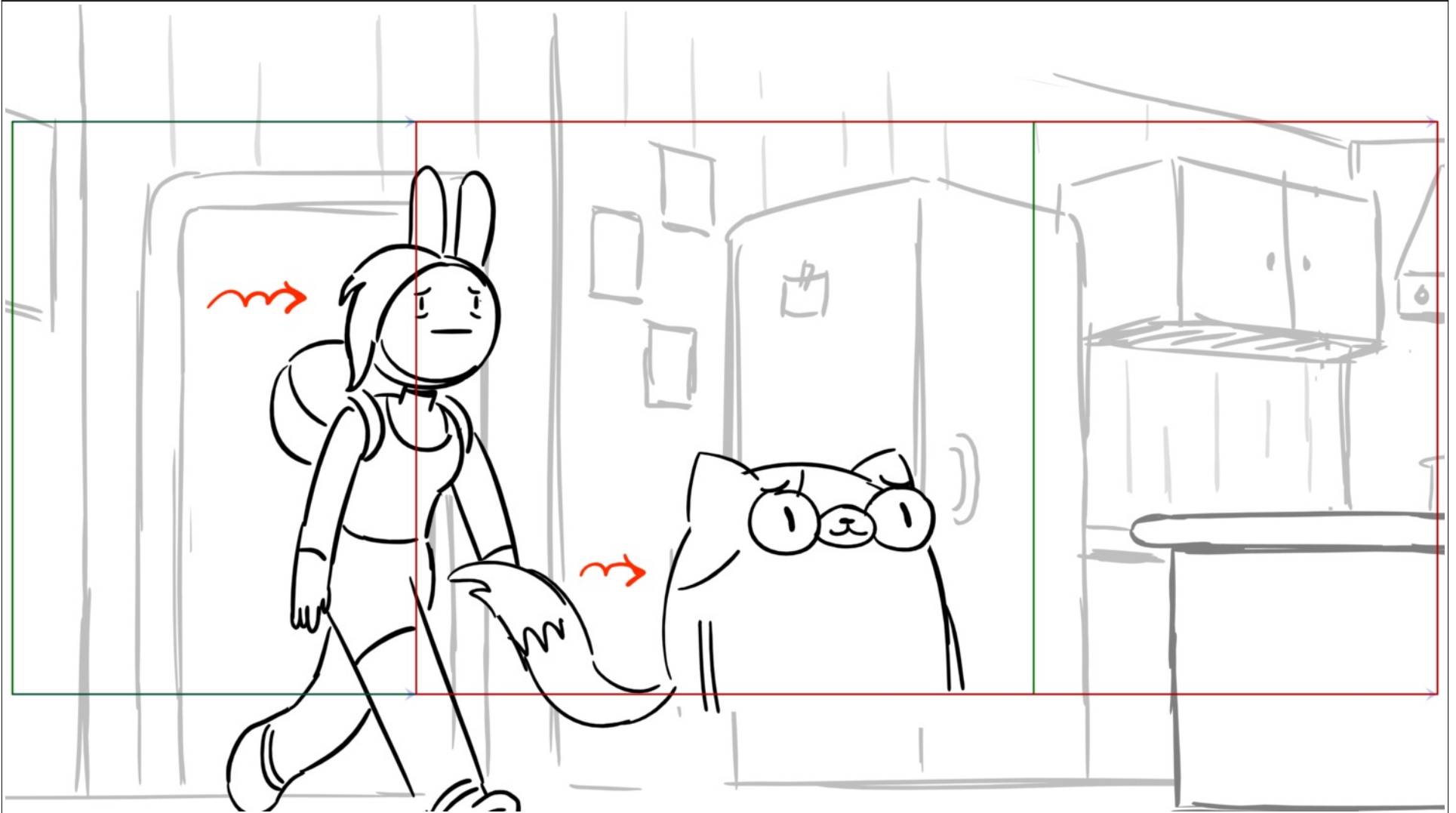
Dialog

C: We're --



Dialog

C: --safe now, Fionna.







Dialog

C: I'll put on a video game. --

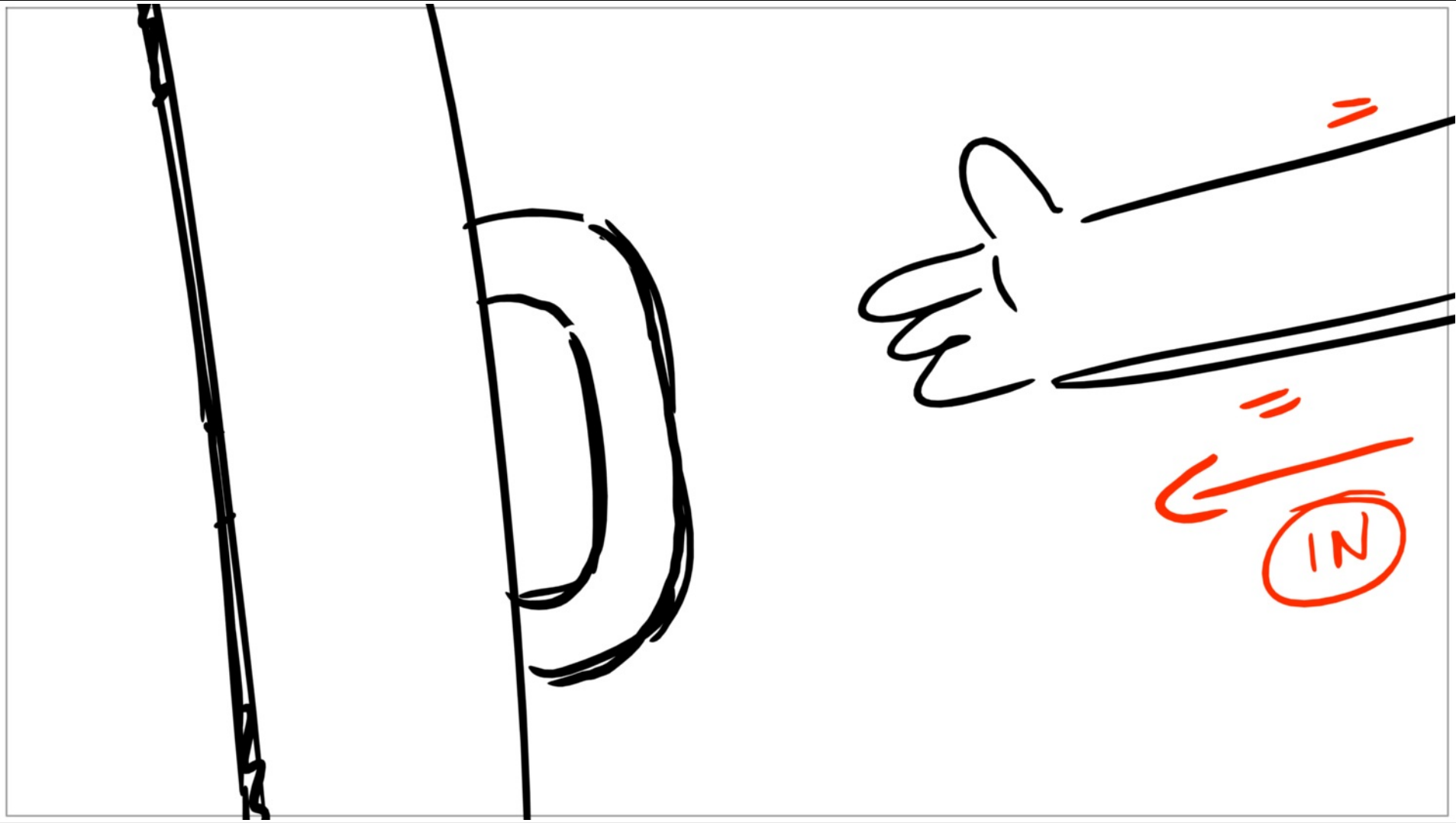


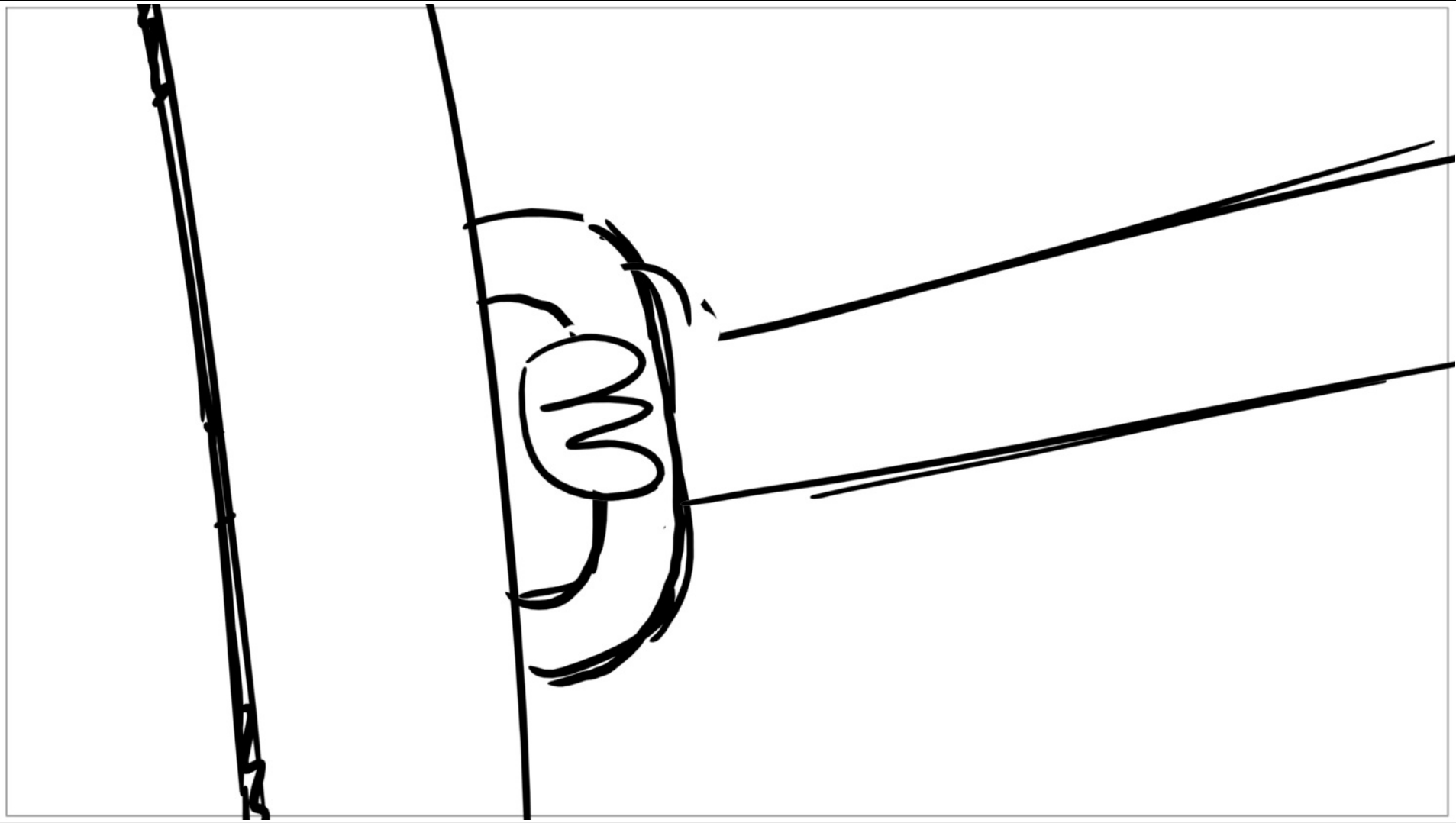


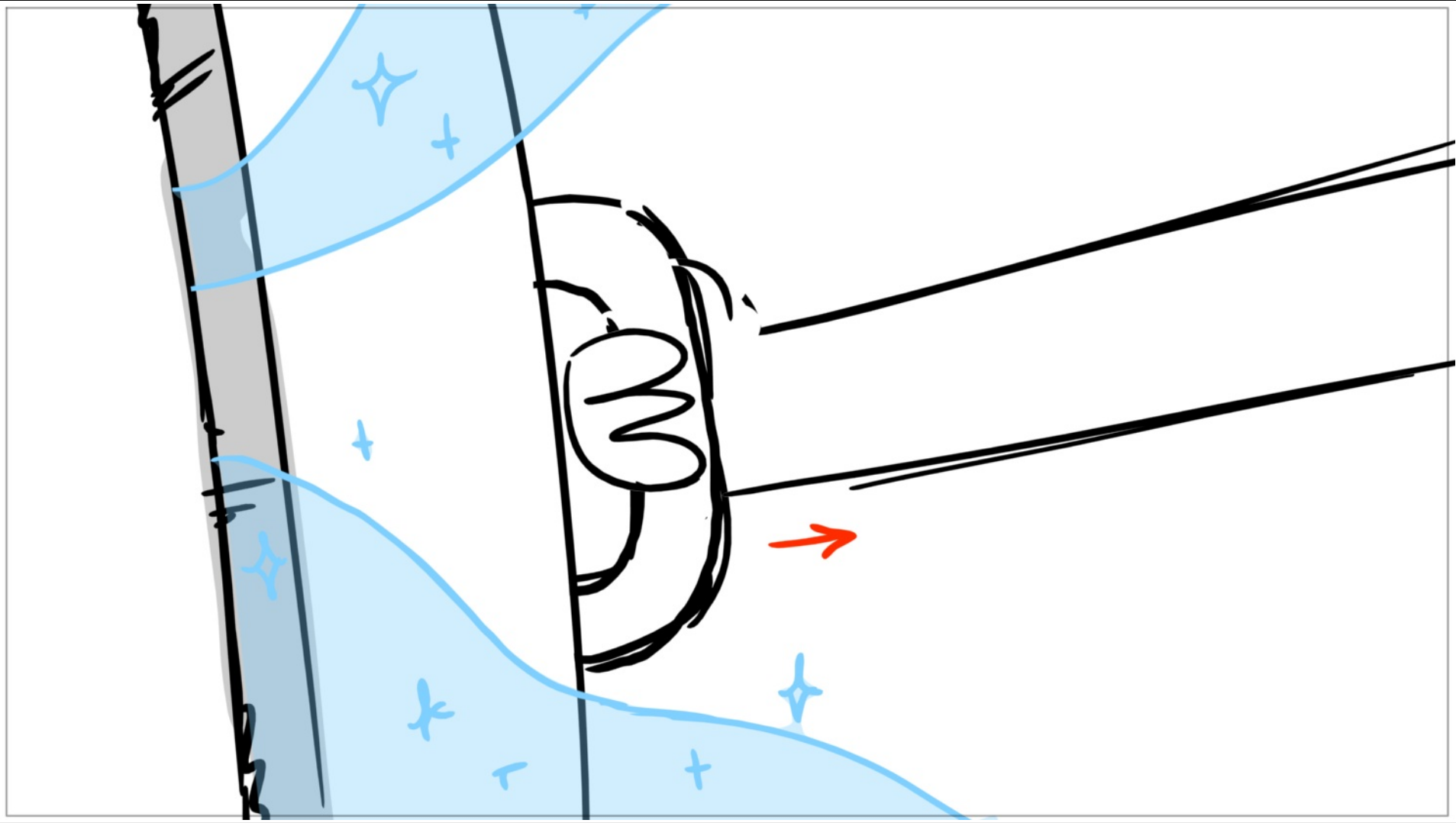
## Dialog

C: --Go make us Margaritas, I've always wanted to try one of those.







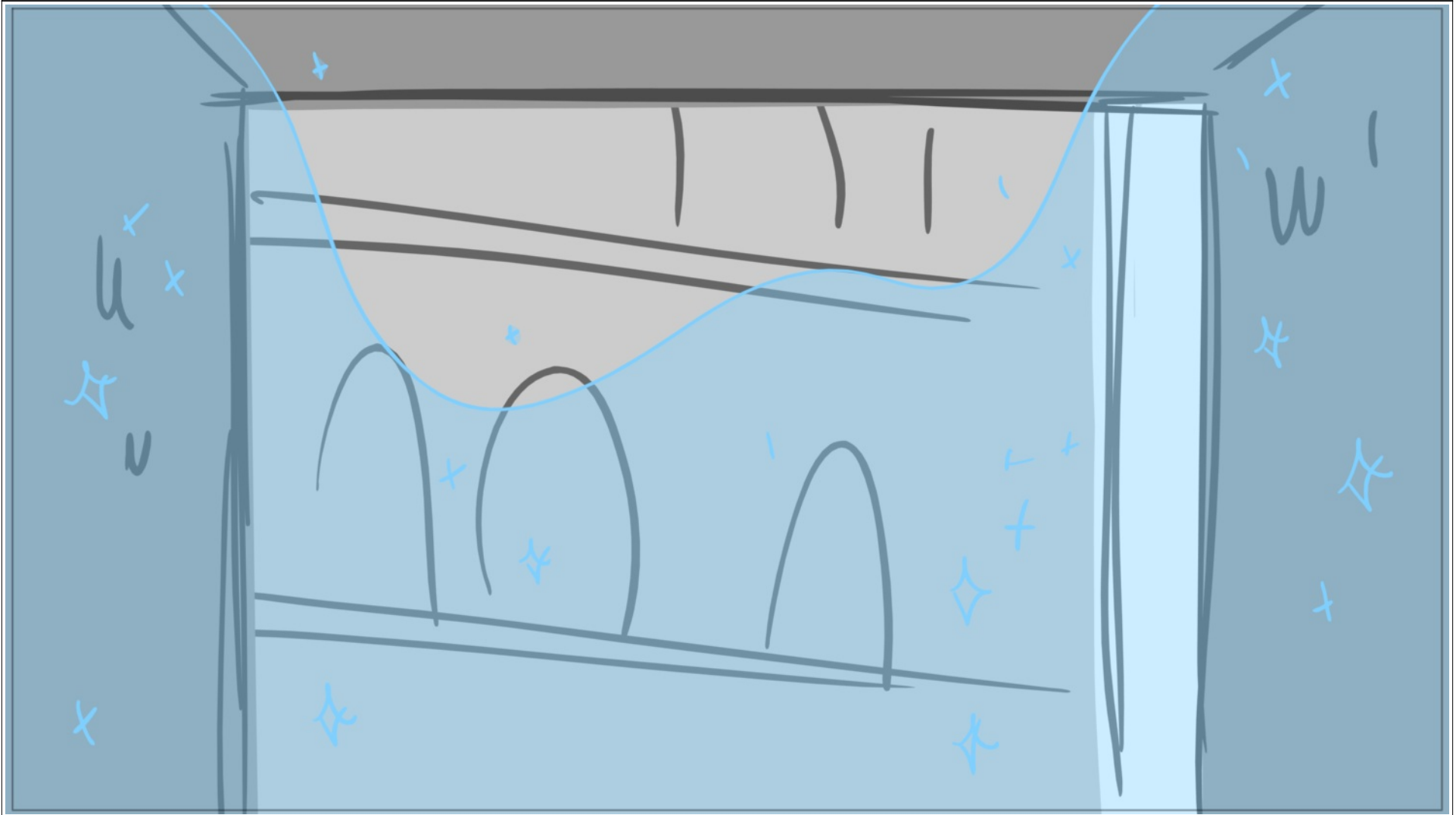


Scene

035

Panel

1



Dialog

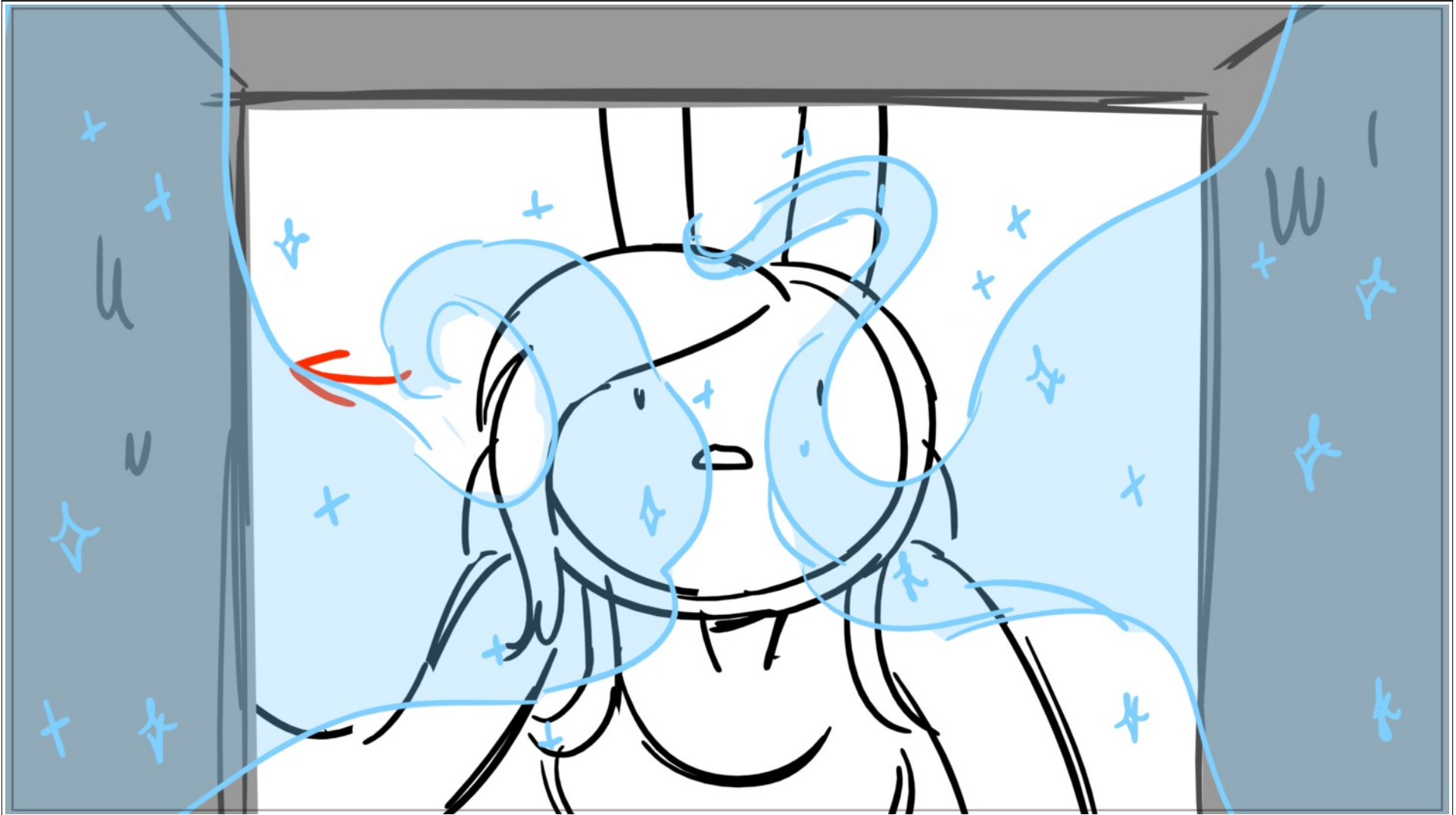
(SFX: reffridgerator hum)

Scene

035

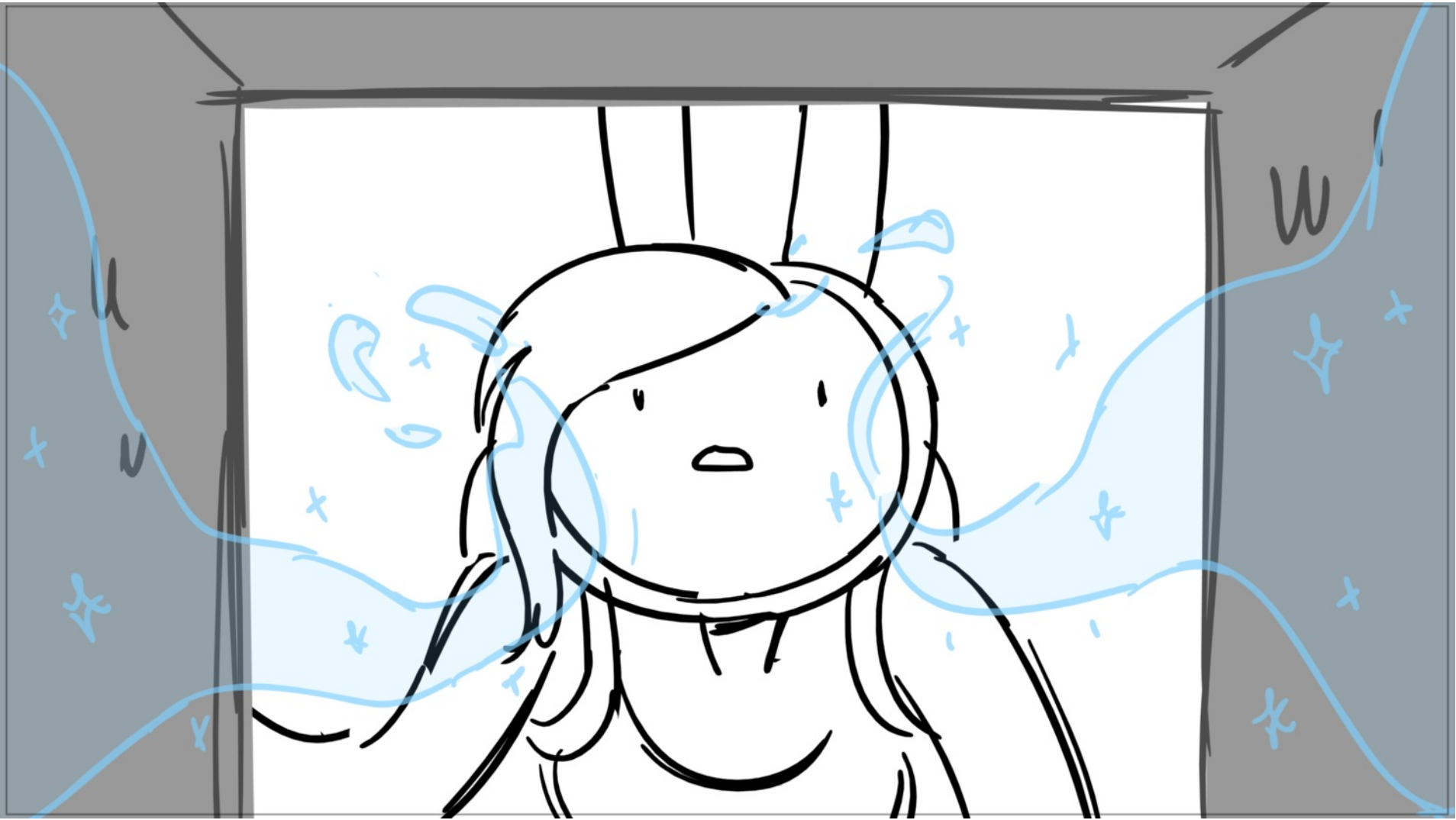
Panel

2

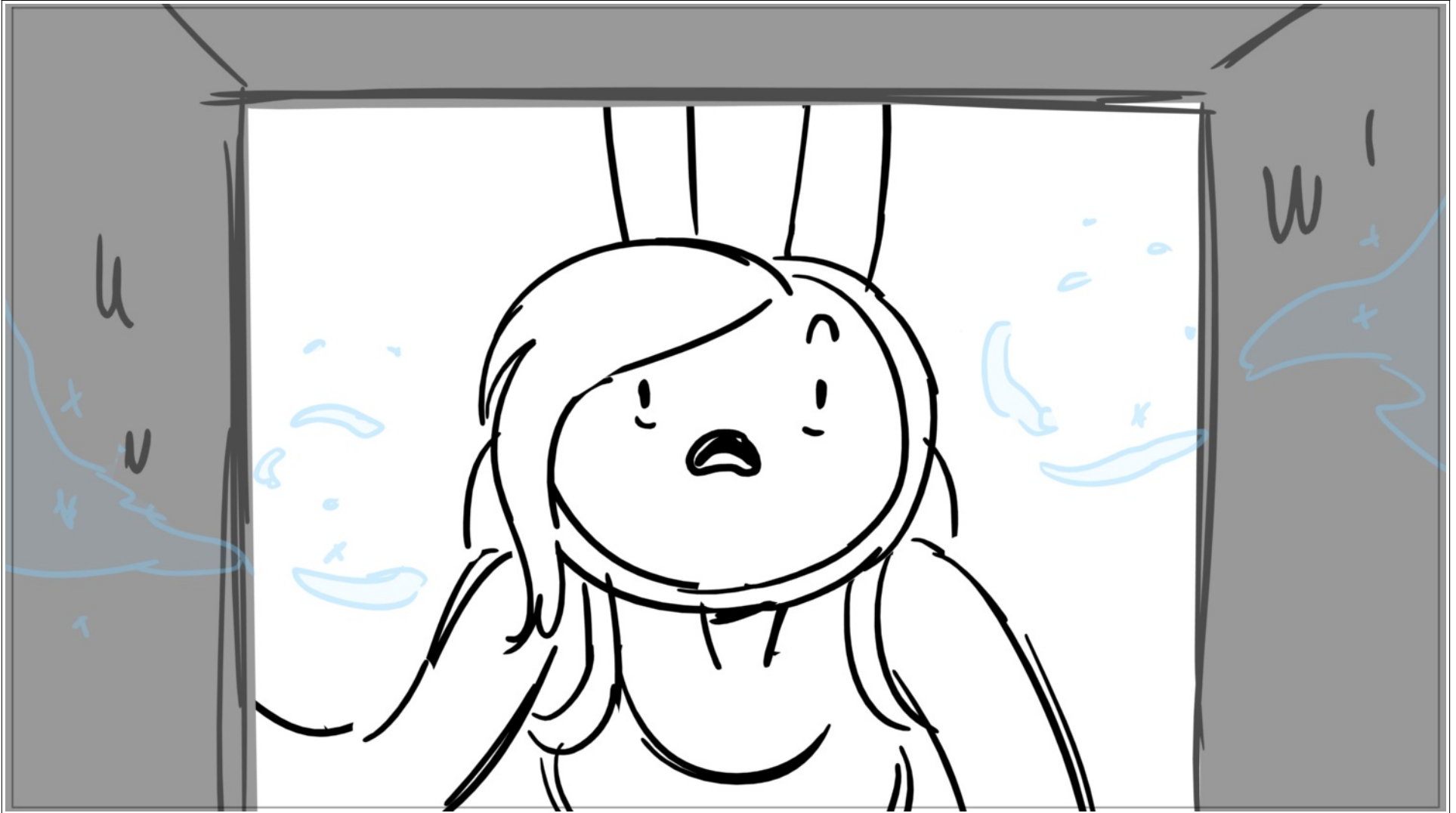


Dialog

SFX: cold air

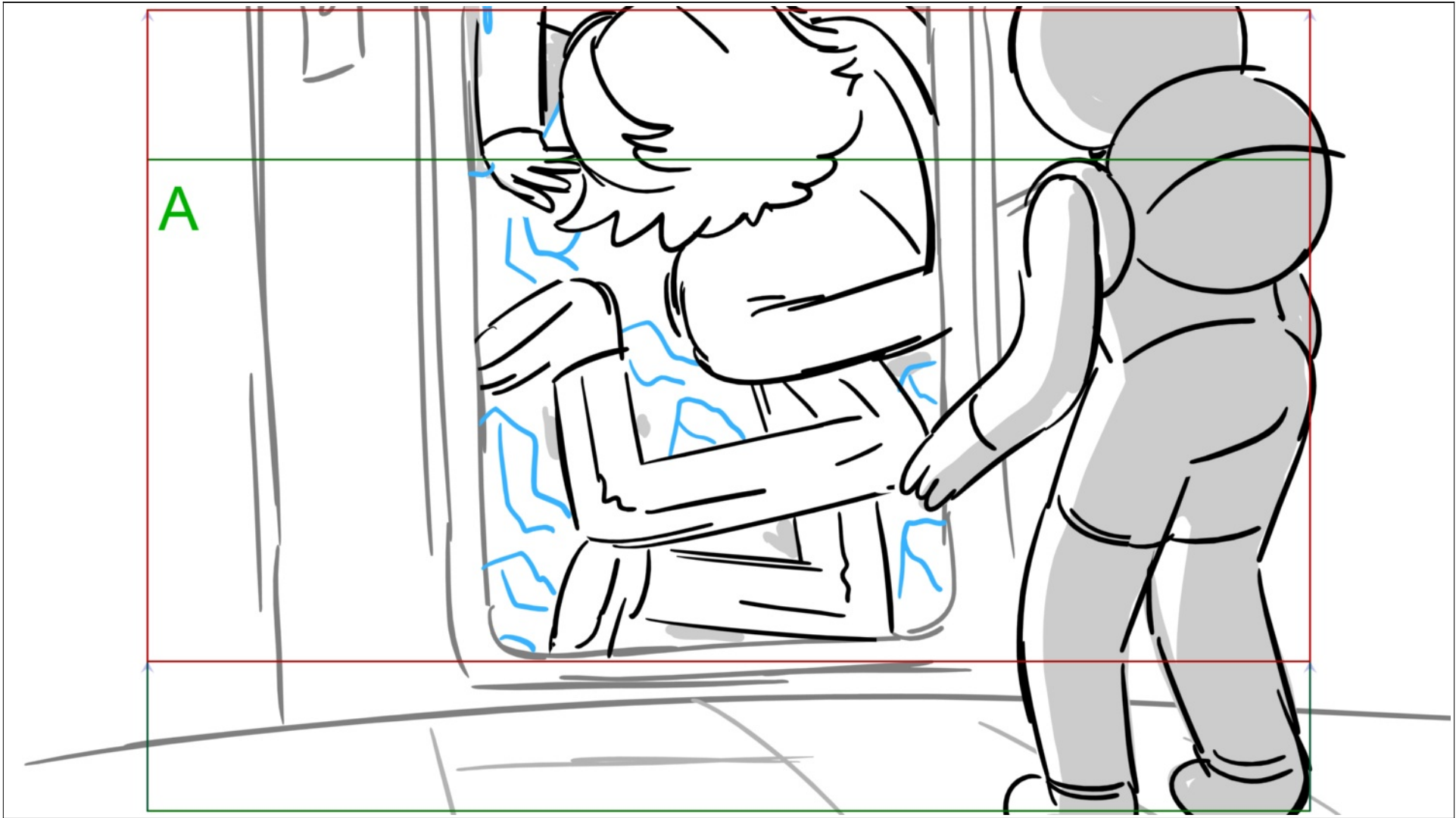


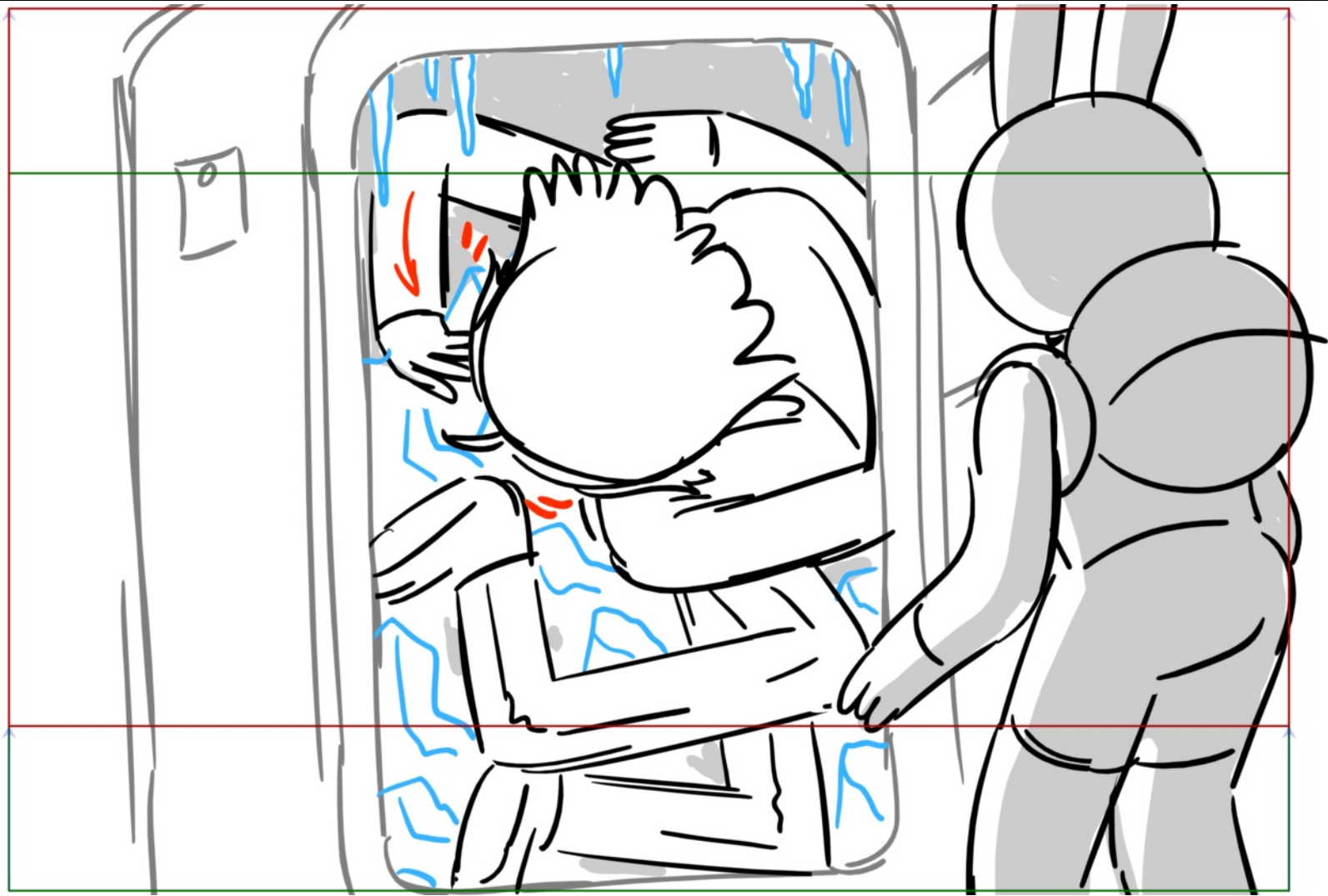




Dialog

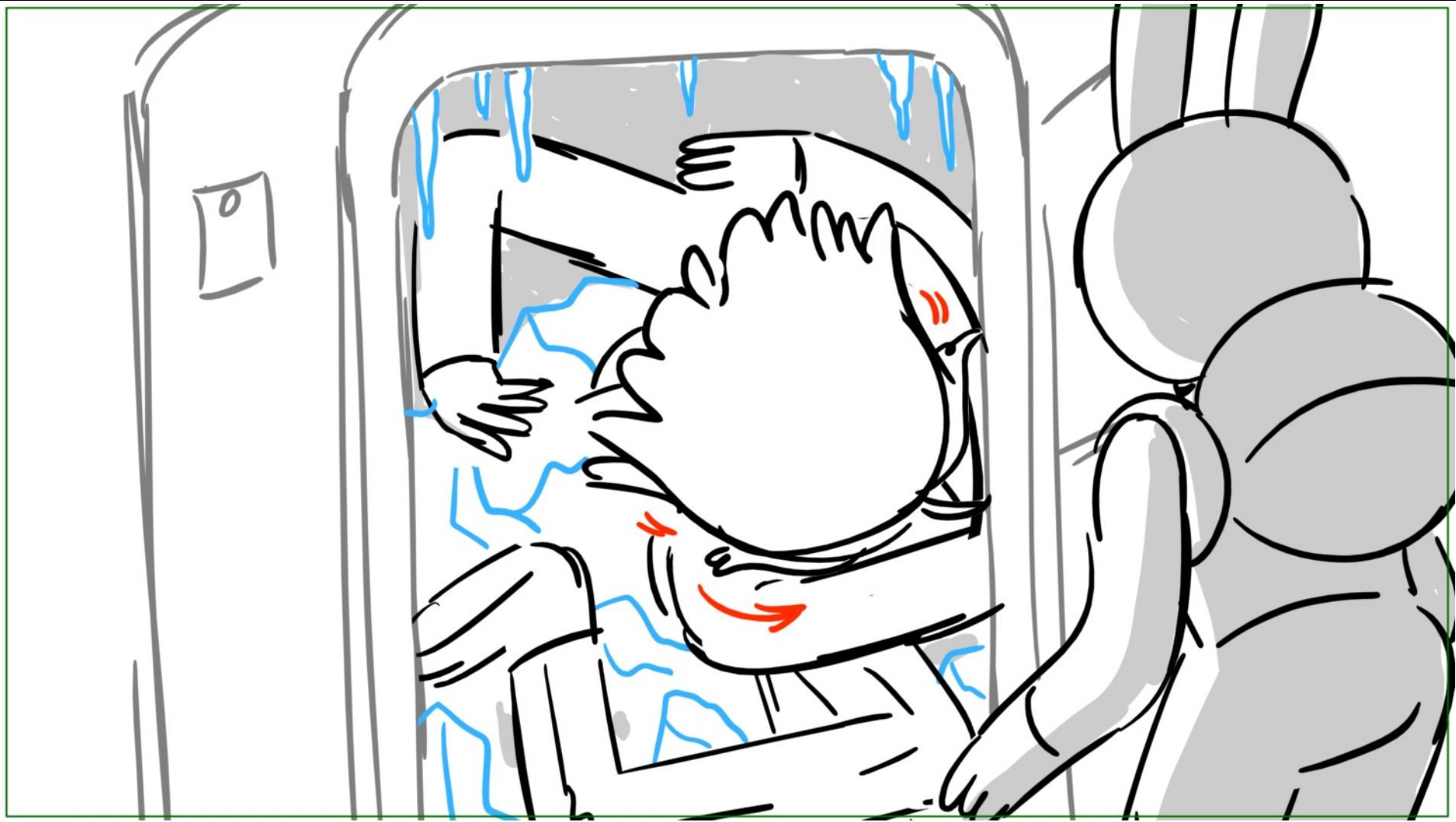
S: (OS) Are you happy, Fionna...

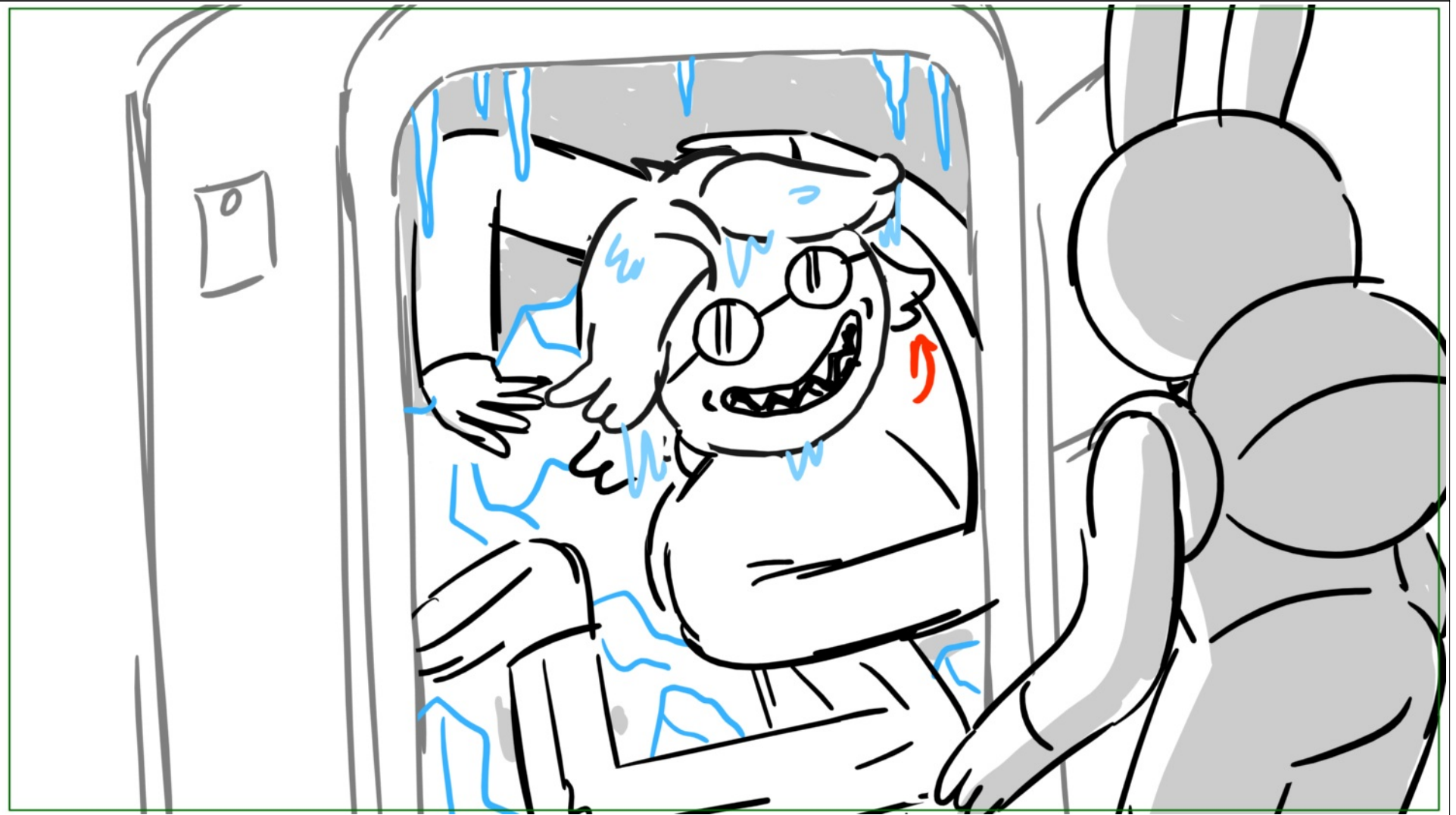




Dialog

SFX: (bones cracking/creaking?)





Dialog

S: All this...---



Scene

037

Panel

1



Dialog

S: -- for you!

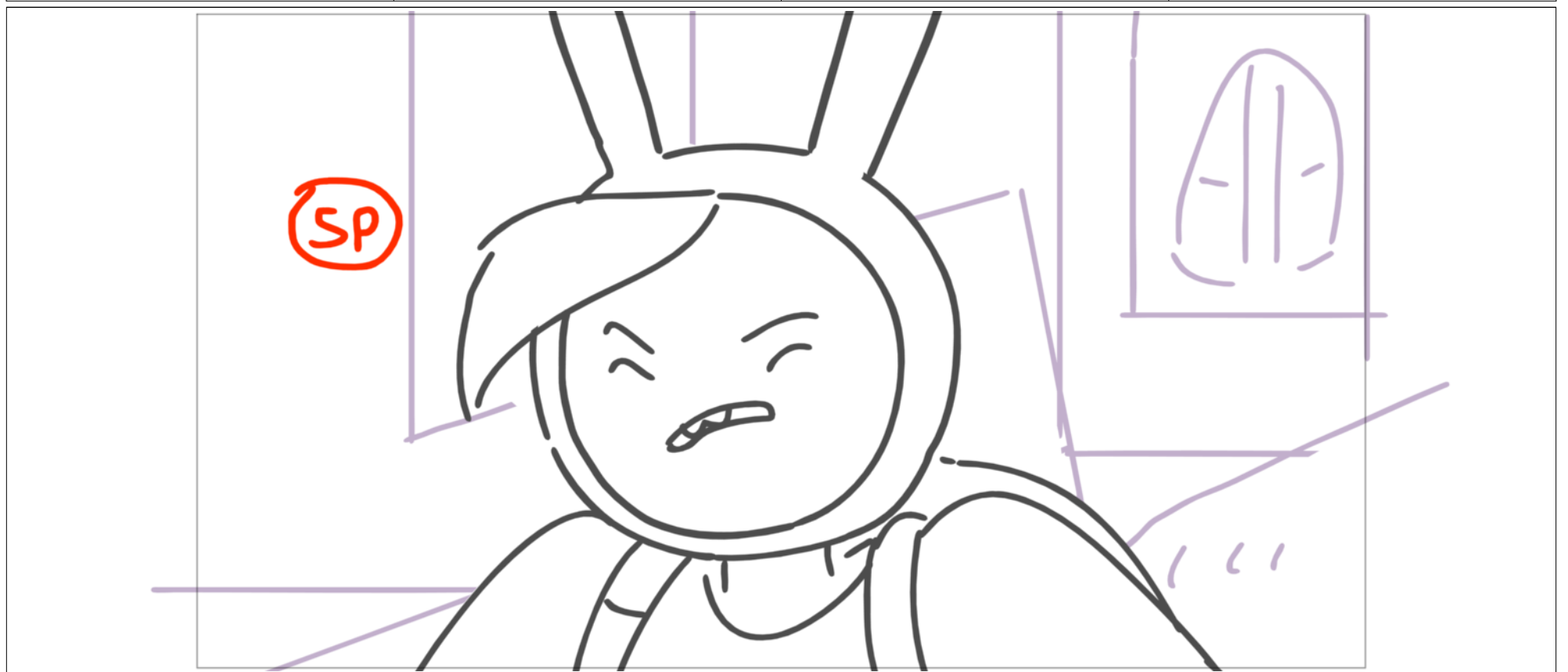
Scene	Feet : Frames	Panel / Total	Feet : Frames
1	00:03	1 / 3	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
1	00:03	2 / 3	00:01

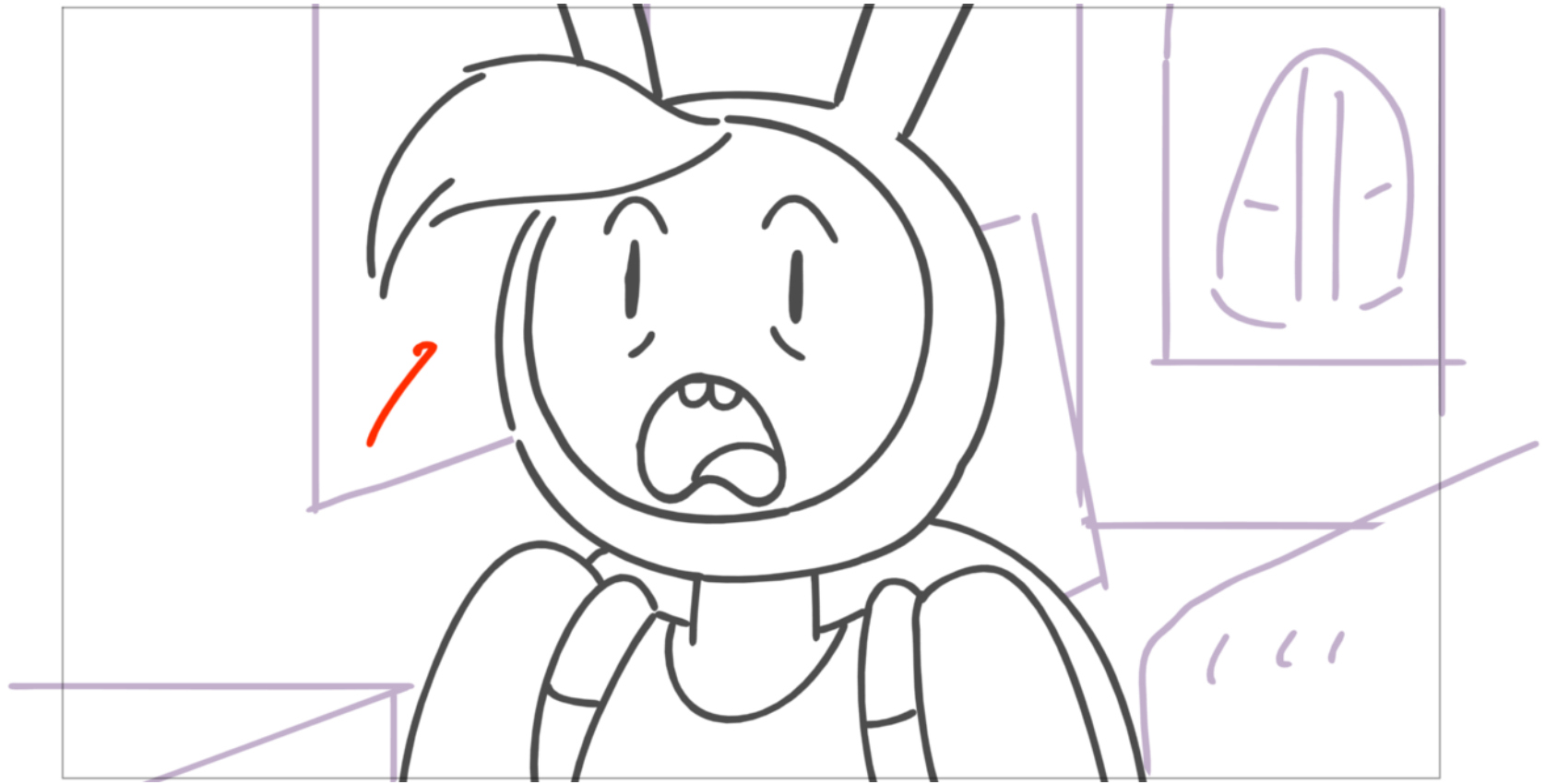


Dialog

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
1	00:03	3 / 3	00:01



Dialog

FIONNA:  
(screams)

Action Notes

FIONNA screams

Scene	Feet : Frames	Panel / Total	Feet : Frames
2	00:07	1 / 7	00:01



Dialog

Action Notes

MATCH CUT w FIONNA's head in previous scene

Scene	Feet : Frames	Panel / Total	Feet : Frames
2	00:07	2 / 7	00:01



Dialog

Action Notes  
CAKE's hands come IN

Scene	Feet : Frames	Panel / Total	Feet : Frames
2	00:07	3 / 7	00:01



Dialog

Action Notes

CAKE nudges FIONNA

Scene	Feet : Frames	Panel / Total	Feet : Frames
2	00:07	4 / 7	00:01



Dialog

CAKE (O/S):  
Fionna!

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
2	00:07	5 / 7	00:01



Dialog

CAKE (O/S):  
Fionna!

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
2	00:07	6 / 7	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
2	00:07	7 / 7	00:01



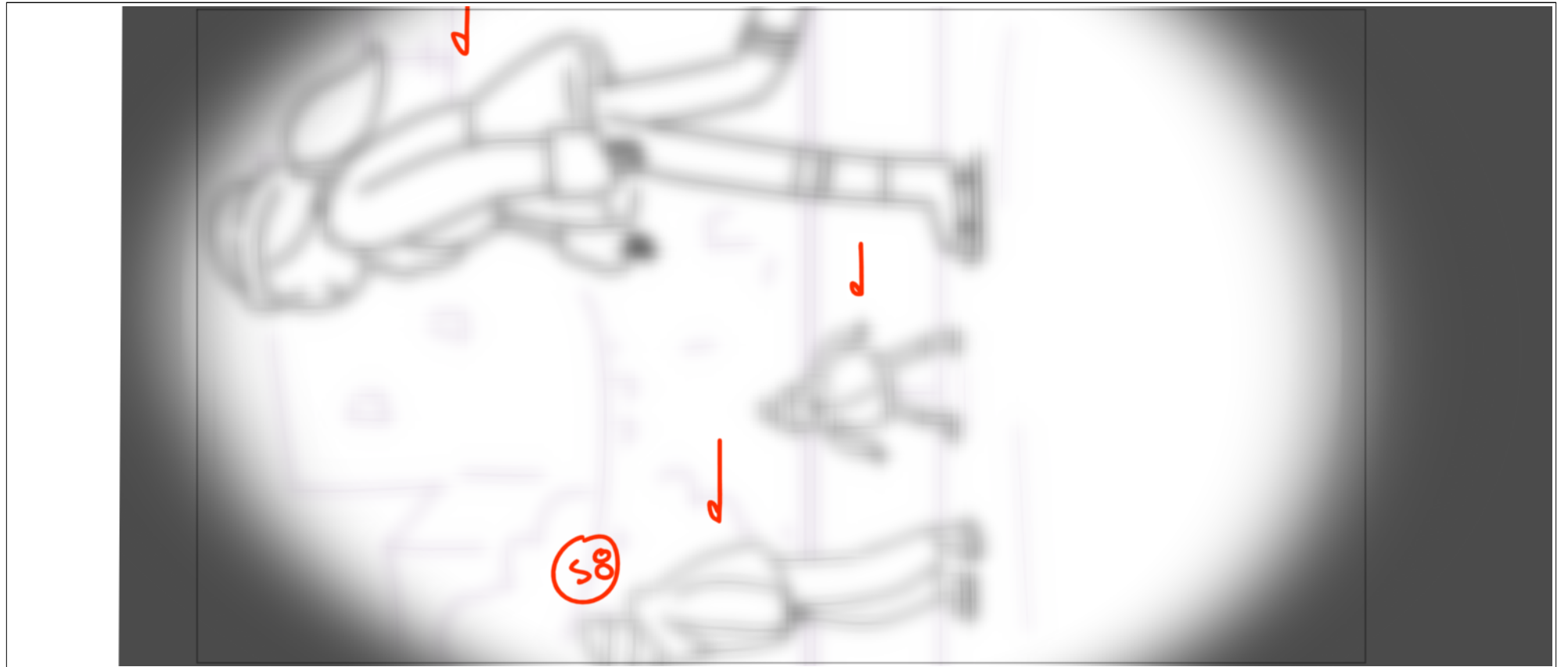
Dialog

Action Notes

FIONNA opens her eyes



Scene	Feet : Frames	Panel / Total	Feet : Frames
3	00:03	1 / 3	00:01



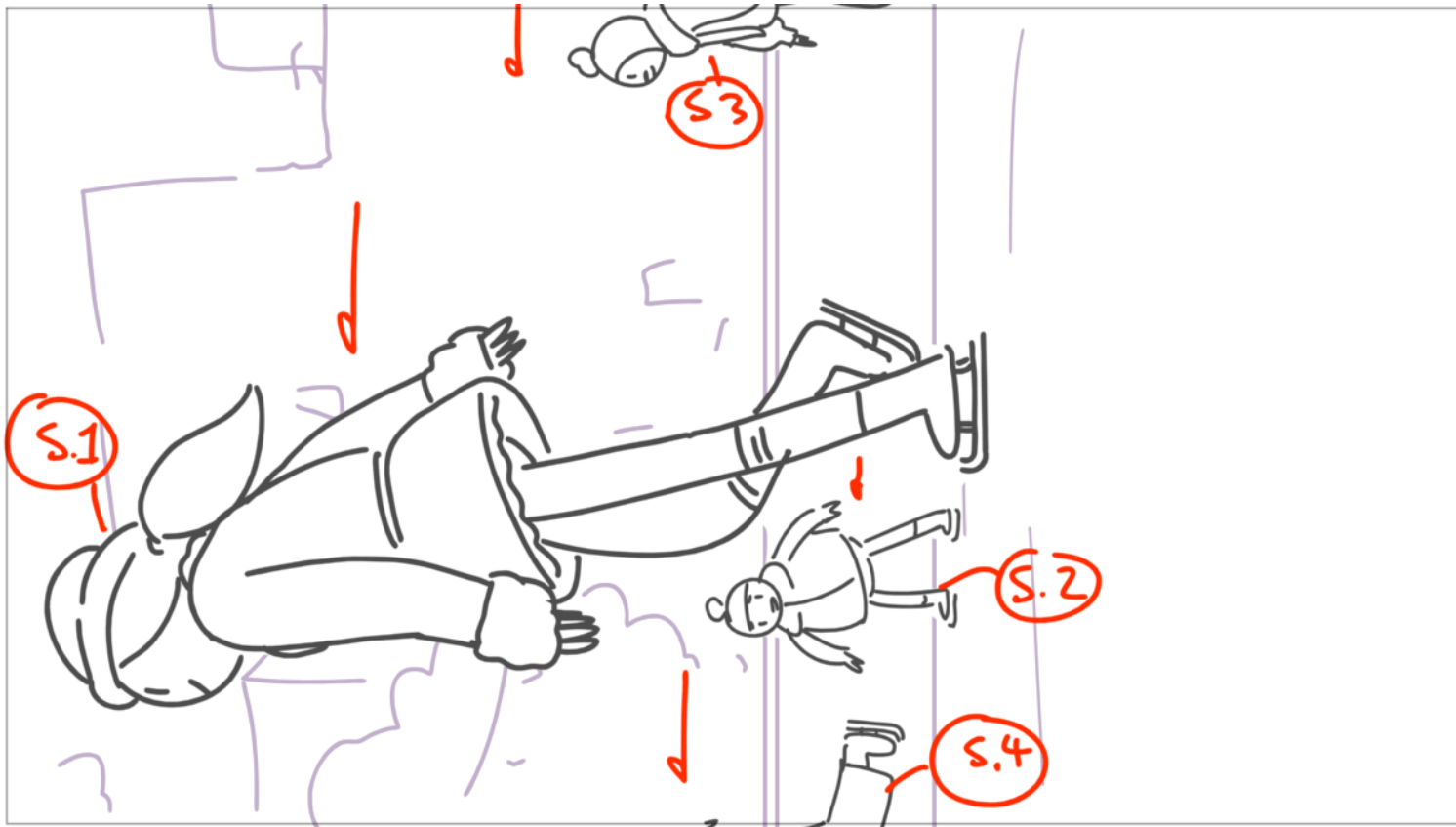
Dialog

C (O/S):  
Fionna, wake up!

Action Notes

Blurry Fionna POV of SKATERS on ice rink with vignette

Scene	Feet : Frames	Panel / Total	Feet : Frames
3	00:03	2 / 3	00:01

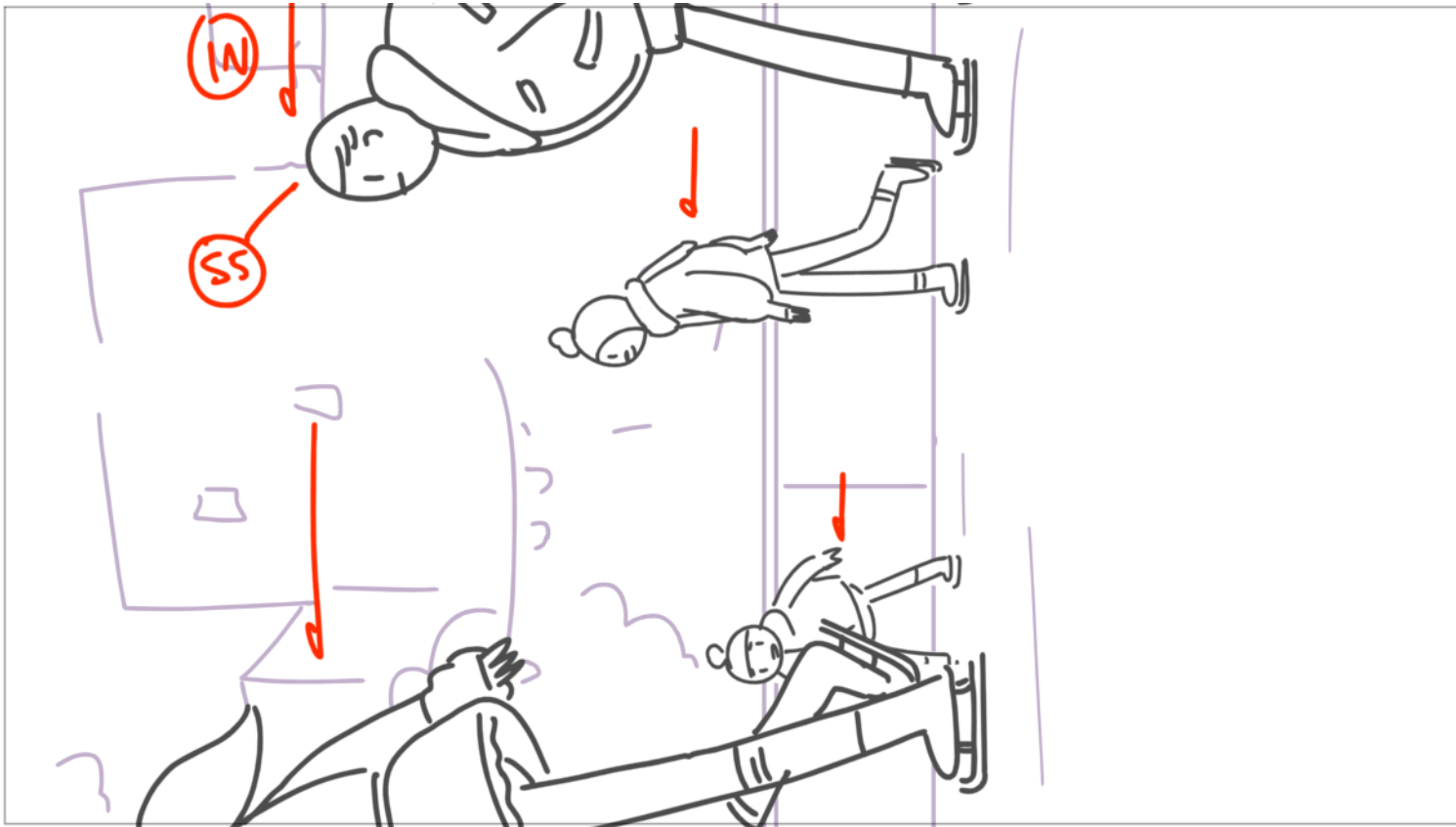


Dialog

Action Notes

Image focuses  
Vignette fades OUT

Scene	Feet : Frames	Panel / Total	Feet : Frames
3	00:03	3 / 3	00:01

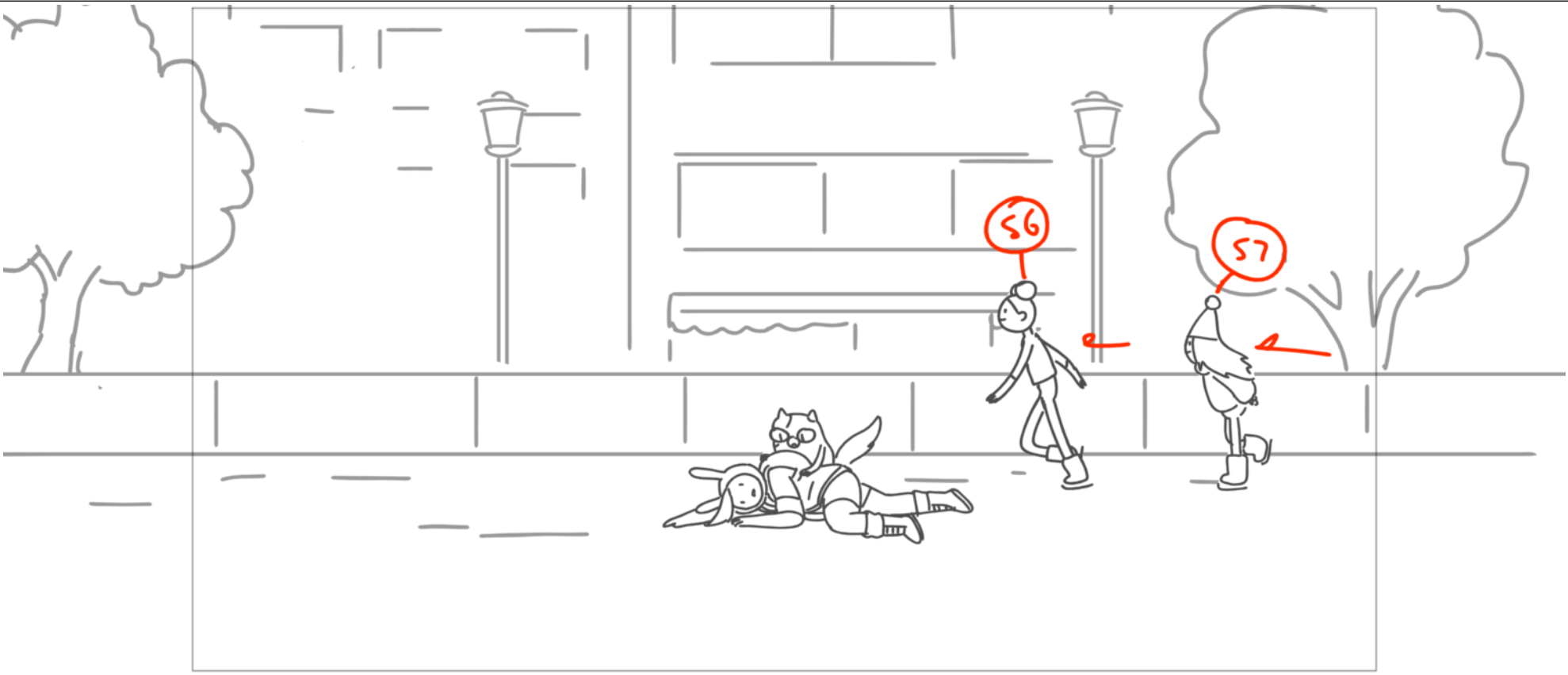


Dialog

Action Notes

SKATERS cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
4	00:05	1 / 5	00:01

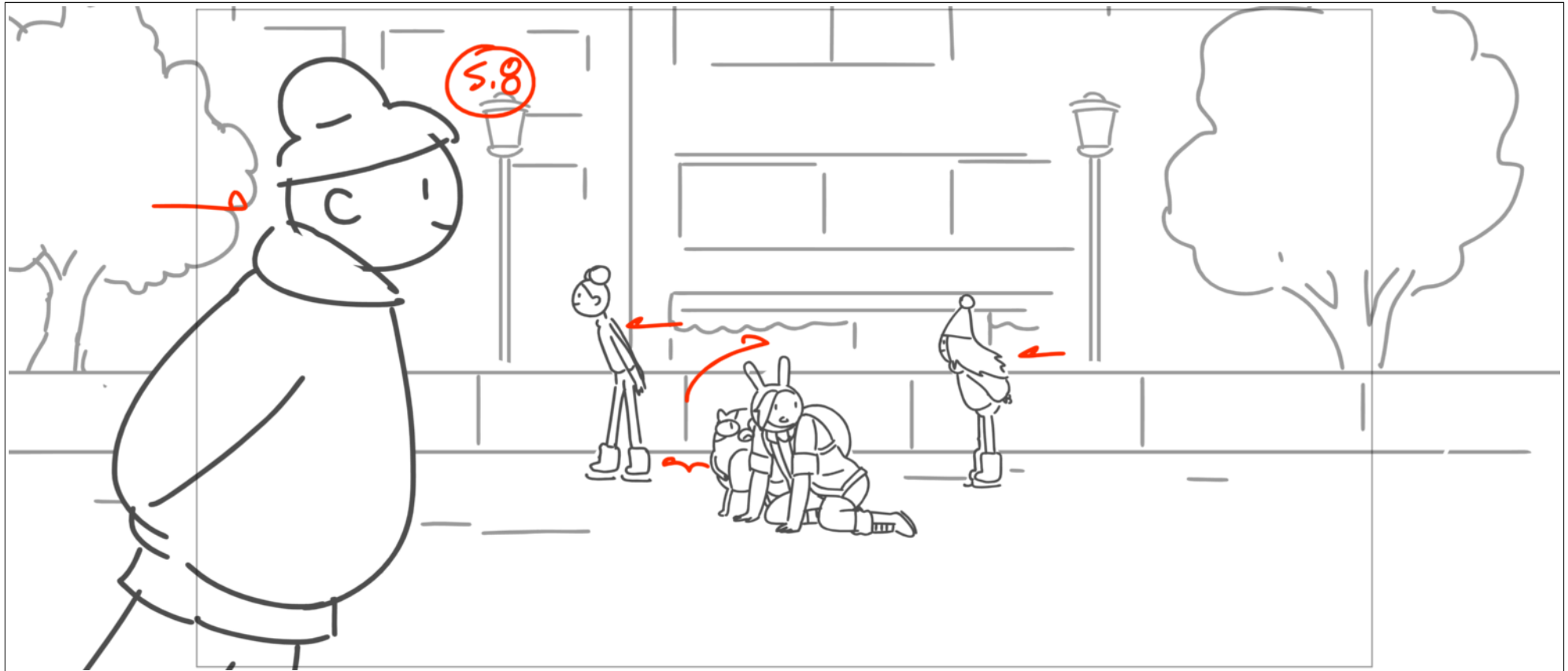


Dialog

Action Notes

CAKE wakes FIONNA

Scene	Feet : Frames	Panel / Total	Feet : Frames
4	00:05	2 / 5	00:01

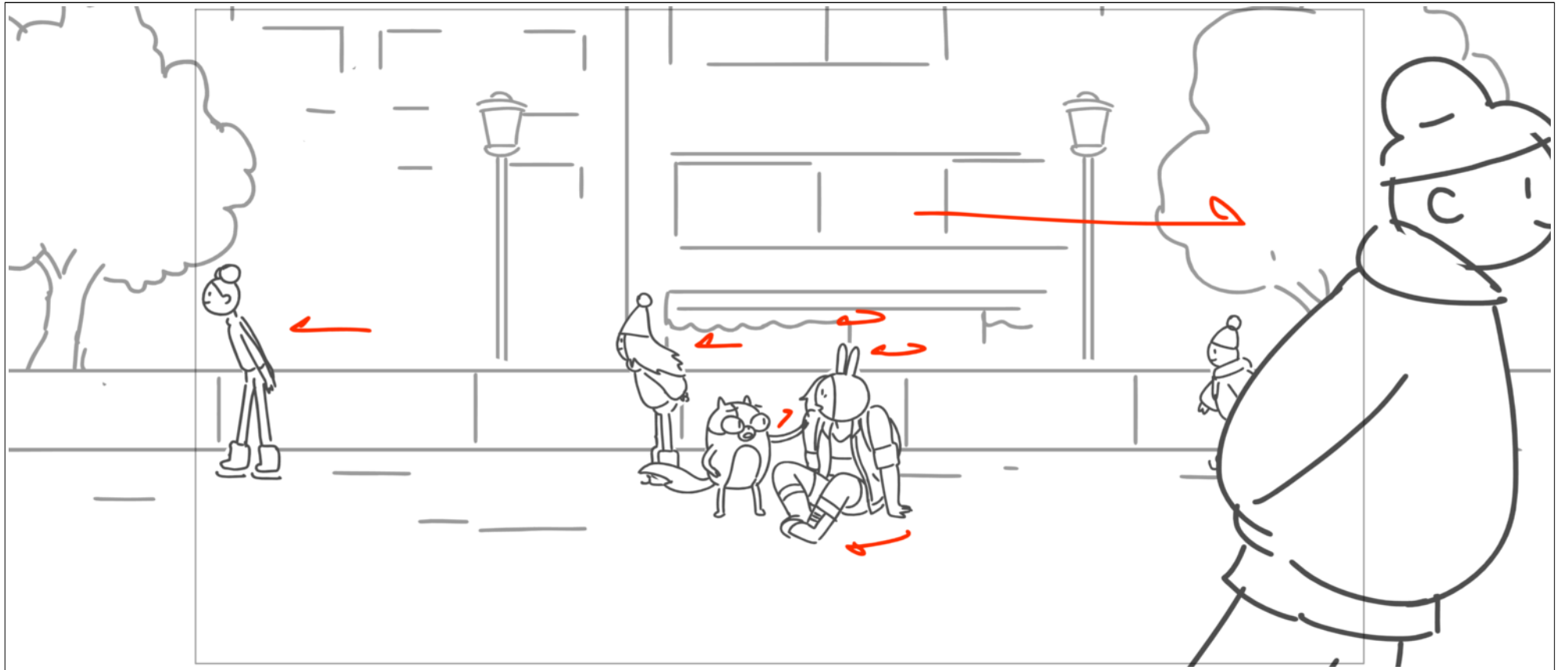


Dialog

Action Notes

FIONNA sits up and looks around from the center of an ice skating rink.  
 CAKE watches her.  
 SKATERS skate by in front and behind FIONNA and CAKE.

Scene	Feet : Frames	Panel / Total	Feet : Frames
4	00:05	3 / 5	00:01



Dialog

C:  
You alright?

Action Notes

FIONNA looks around.  
CAKE puts her hand on FIONNA's shoulder

Scene	Feet : Frames	Panel / Total	Feet : Frames
4	00:05	4 / 5	00:01



Dialog

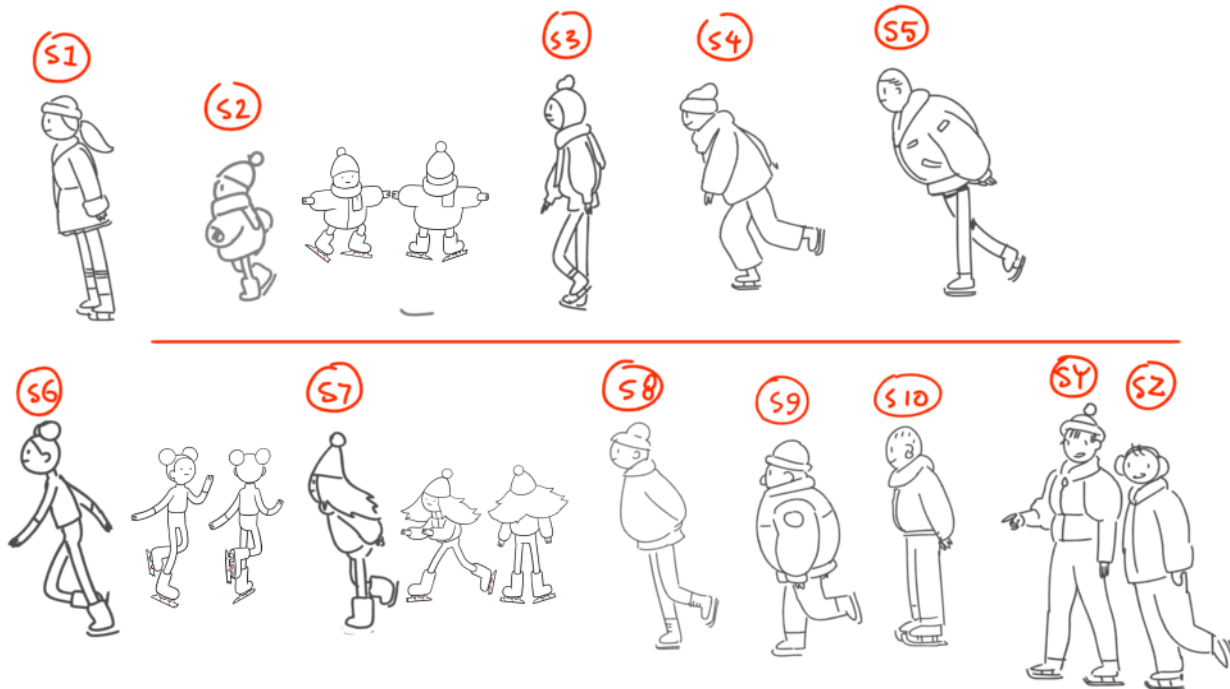
Action Notes

CAKE lowers arm.

FIONNA looks the other way O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
4	00:05	5 / 5	00:01

SKATENTALS



Dialog

Action Notes

CHARACTER reference panel only



Scene	Feet : Frames	Panel / Total	Feet : Frames
5	00:05	1 / 5	00:01



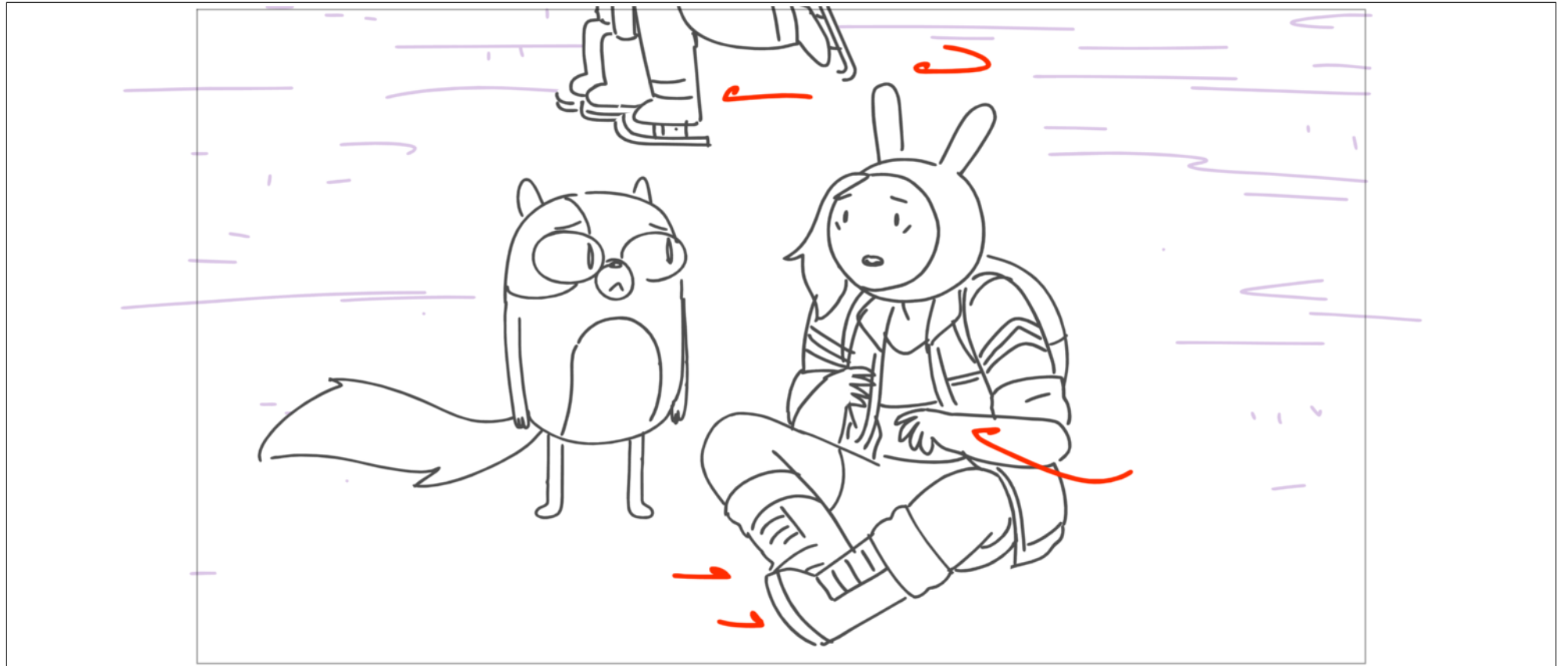
Dialog

F:  
It's...

Action Notes

H/U FIONNA and CAKE  
SKATERS skate by in background

Scene	Feet : Frames	Panel / Total	Feet : Frames
5	00:05	2 / 5	00:01



Dialog

F:  
... it's...

Action Notes

FIONNA crosses her arms because she's cold

Scene	Feet : Frames	Panel / Total	Feet : Frames
5	00:05	3 / 5	00:01

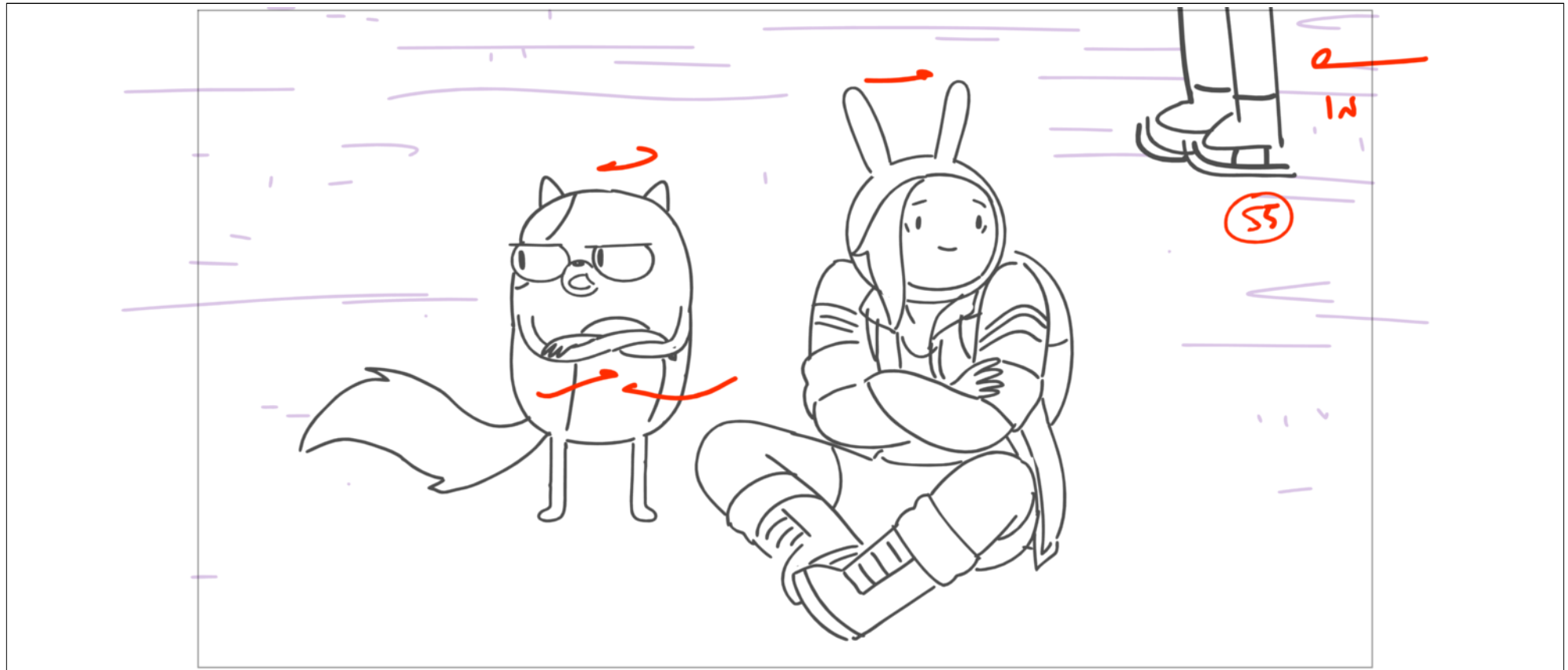


Dialog

F:  
... normal...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
5	00:05	4 / 5	00:01



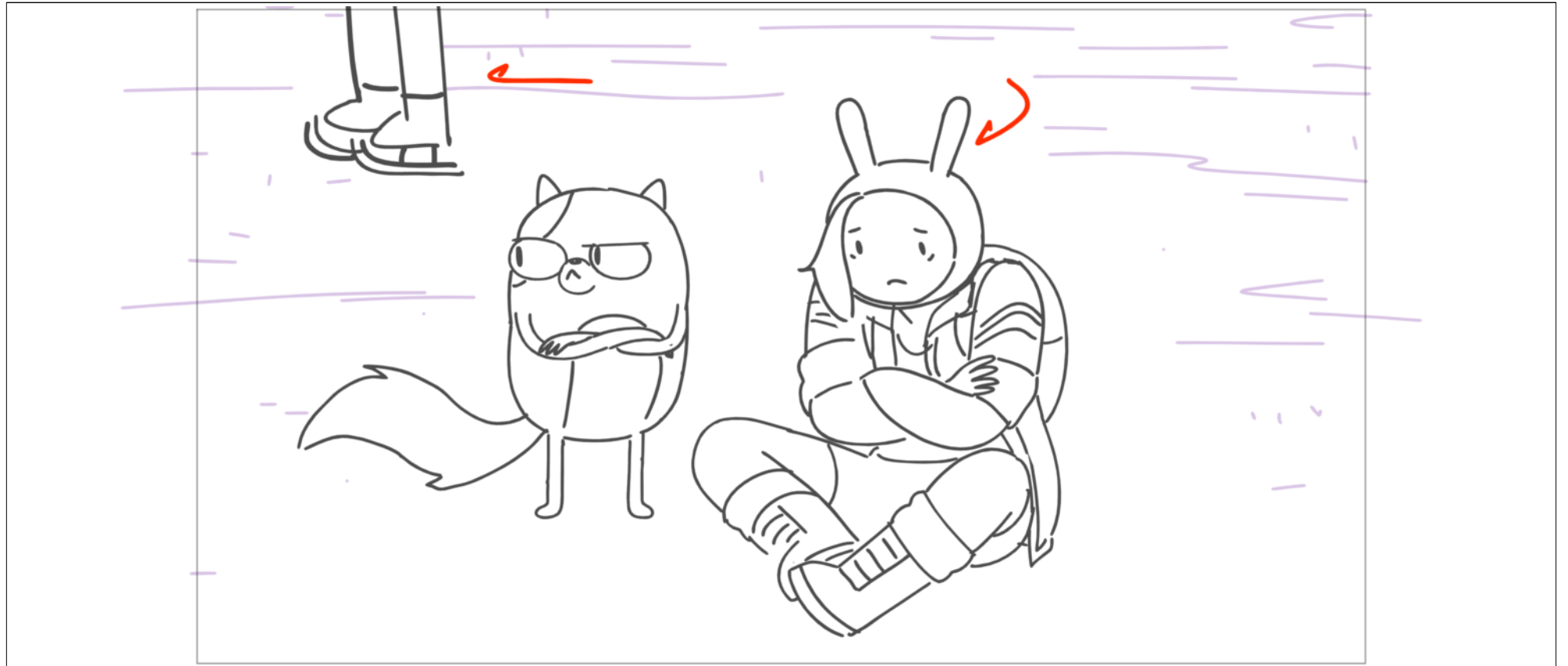
Dialog

C:  
Yeah, I know.

Action Notes

CAKE crosses arms and looks O/S left with grumpy expression.  
FIONNA looks O/S right

Scene	Feet : Frames	Panel / Total	Feet : Frames
5	00:05	5 / 5	00:01

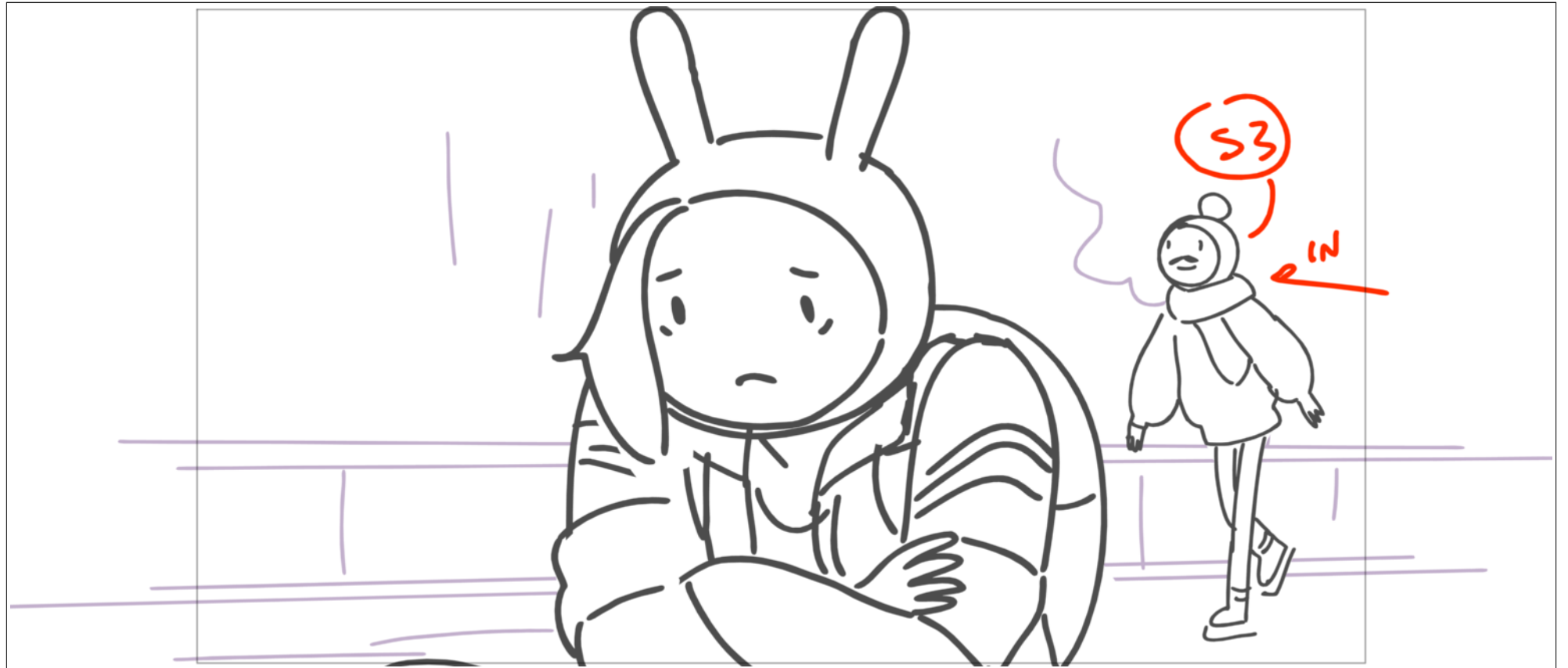


Dialog

Action Notes

FIONNA looks down.

Scene	Feet : Frames	Panel / Total	Feet : Frames
6	00:03	1 / 3	00:01



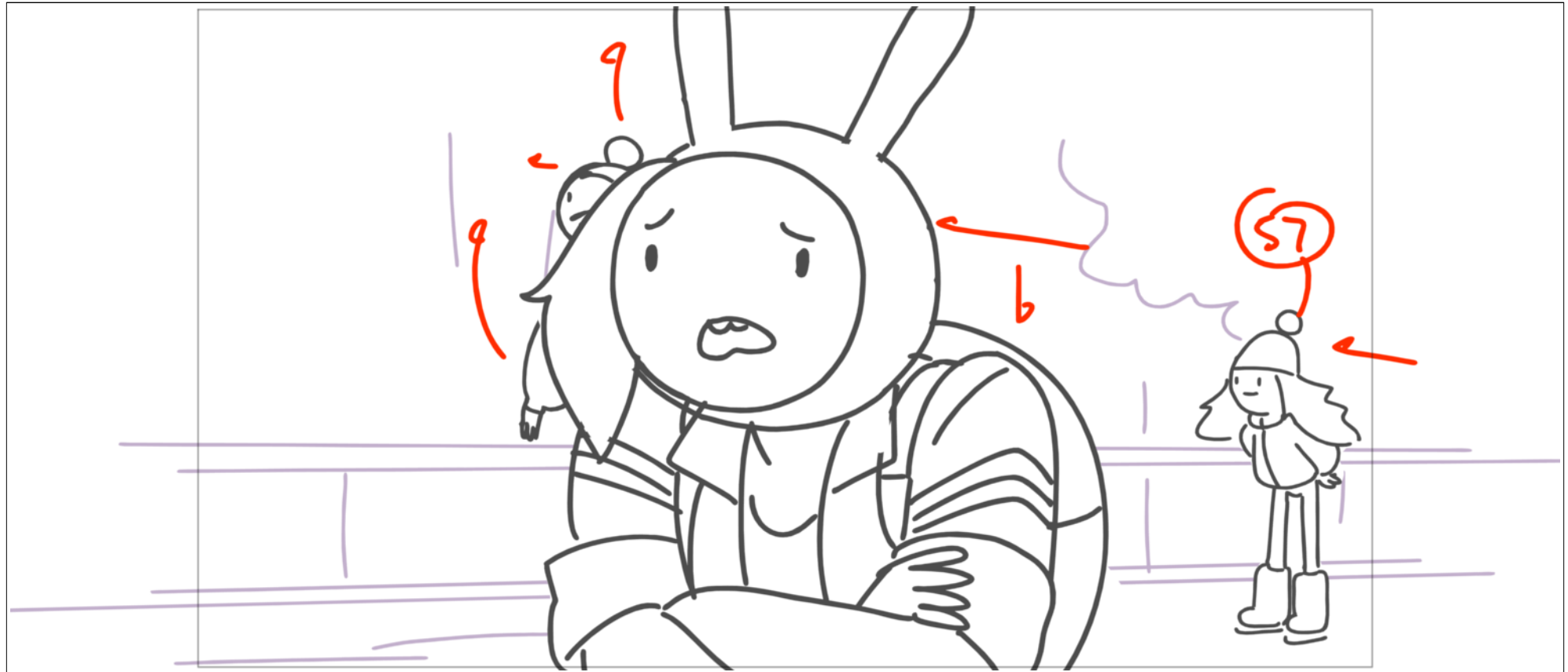
Dialog

Action Notes

H/U FIONNA.

SKATERS skate by in background

Scene	Feet : Frames	Panel / Total	Feet : Frames
6	00:03	2 / 3	00:01



Dialog

F:  
I had the worst nightmare. When Simon put on the crown...

Action Notes

FIONNA looks up addressing Cake O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
6	00:03	3 / 3	00:01



Dialog

F:  
Gary became a scary gum blob and Marshall Lee was-

Action Notes

She looks down again



Scene	Feet : Frames	Panel / Total	Feet : Frames
7	00:03	1 / 3	00:01



Dialog

Action Notes

CAKE looks at FIONNA O/S

SKATERS skate by in background

Scene	Feet : Frames	Panel / Total	Feet : Frames
7	00:03	2 / 3	00:01



Dialog

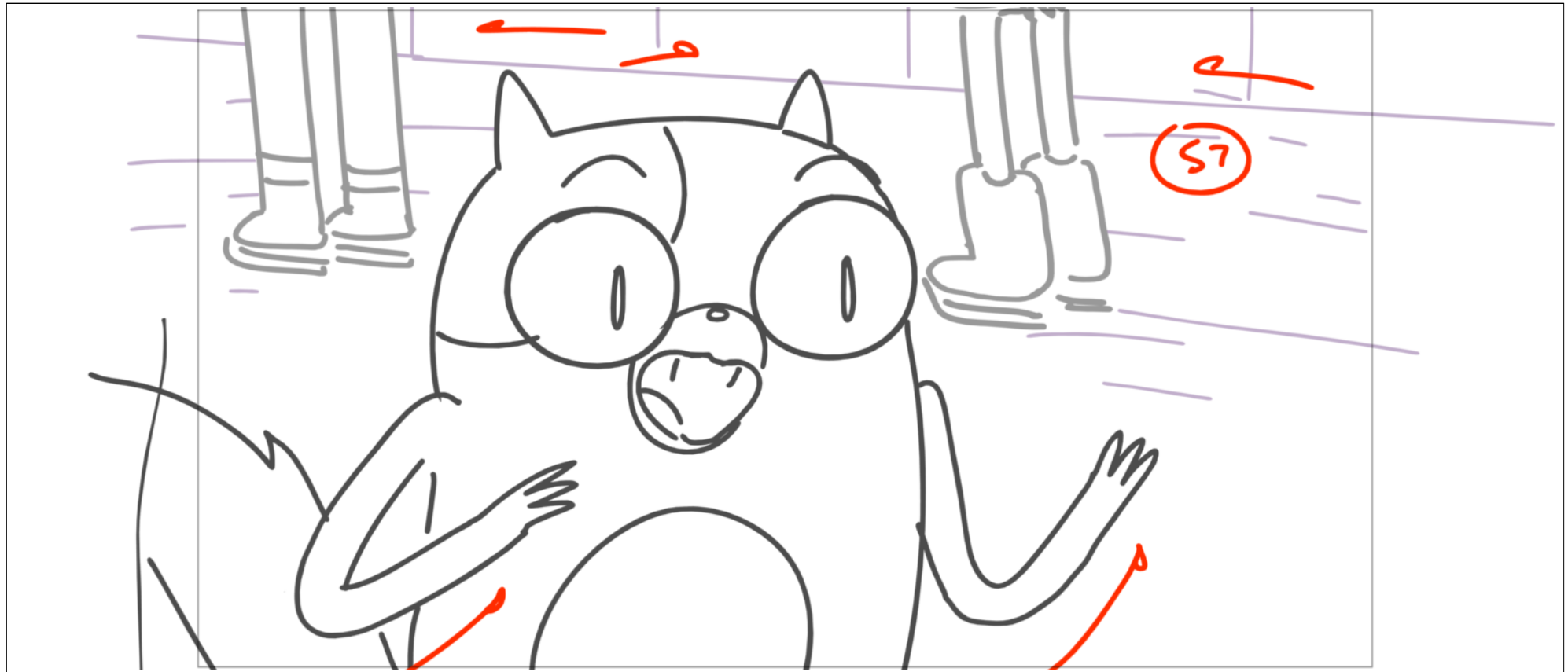
C:

A hideous monster who burst into flames?!

Action Notes

CAKE cuts off Fionna's line, excitedly anticipating what she was going to say

Scene	Feet : Frames	Panel / Total	Feet : Frames
7	00:03	3 / 3	00:01



Dialog

C:

A hideous monster who burst into flames?!

Action Notes

CAKE cuts off Fionna's line, excitedly anticipating what she was going to say

Scene	Feet : Frames	Panel / Total	Feet : Frames
8	00:08	1 / 8	00:01



Dialog

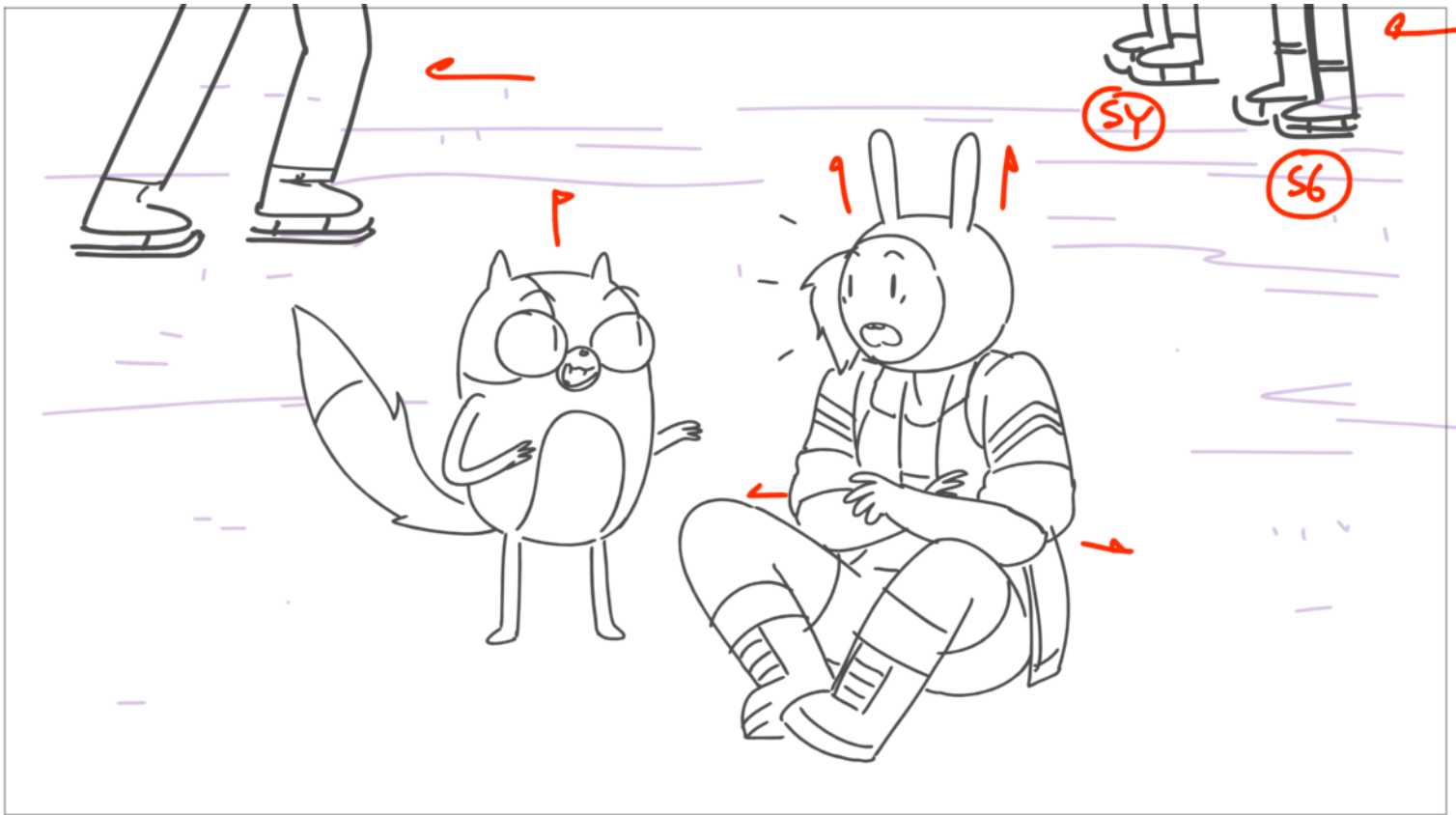
Action Notes

H/U CAKE

FIONA start pose

SKATERS skate by in background

Scene	Feet : Frames	Panel / Total	Feet : Frames
8	00:08	2 / 8	00:01



Dialog

F:  
(gasp)

Action Notes

FIONNA gasps in surprise

Scene	Feet : Frames	Panel / Total	Feet : Frames
8	00:08	3 / 8	00:01



Dialog

F:

Yeah. Did you see..

Action Notes

FIONNA if lightly fearful

Scene	Feet : Frames	Panel / Total	Feet : Frames
8	00:08	4 / 8	00:01



Dialog

F:  
Simon in the freezer?

C:  
Simon in the freezer?!

Action Notes

CAKE speaks over FIONNA, excitedly saying the same thing.

Scene	Feet : Frames	Panel / Total	Feet : Frames
8	00:08	5 / 8	00:01



Dialog

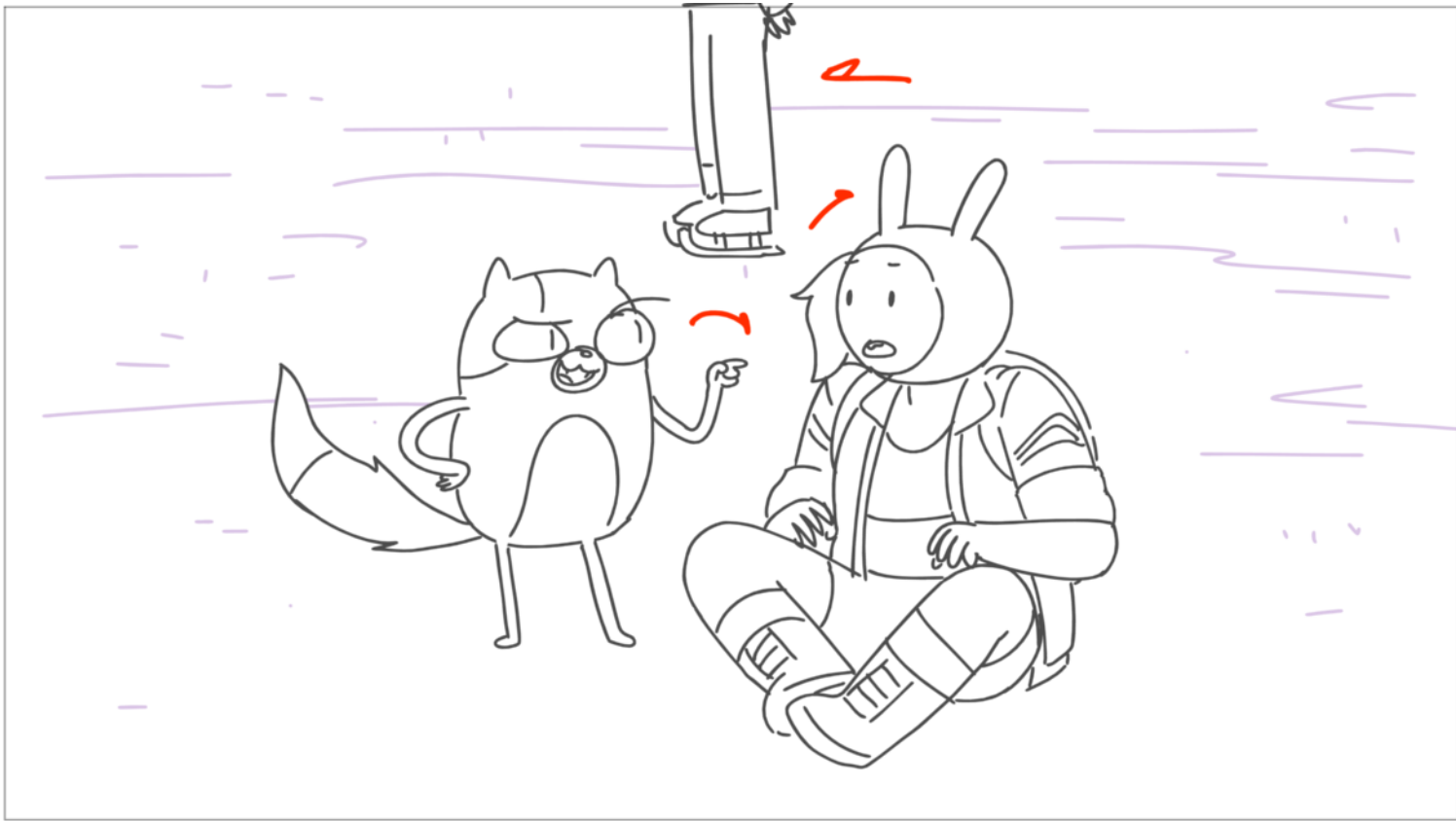
C:  
That was some...

Action Notes

CAKE gestures with pointed finger



Scene	Feet : Frames	Panel / Total	Feet : Frames
8	00:08	6 / 8	00:01



Dialog

C:  
... serious freaky right there.

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
8	00:08	7 / 8	00:01



Dialog

Action Notes

beat

Scene	Feet : Frames	Panel / Total	Feet : Frames
8	00:08	8 / 8	00:01



Dialog

F:  
What if it was an omen?

Action Notes

FIONNA corsses arm

Scene	Feet : Frames	Panel / Total	Feet : Frames
9	00:04	1 / 4	00:01

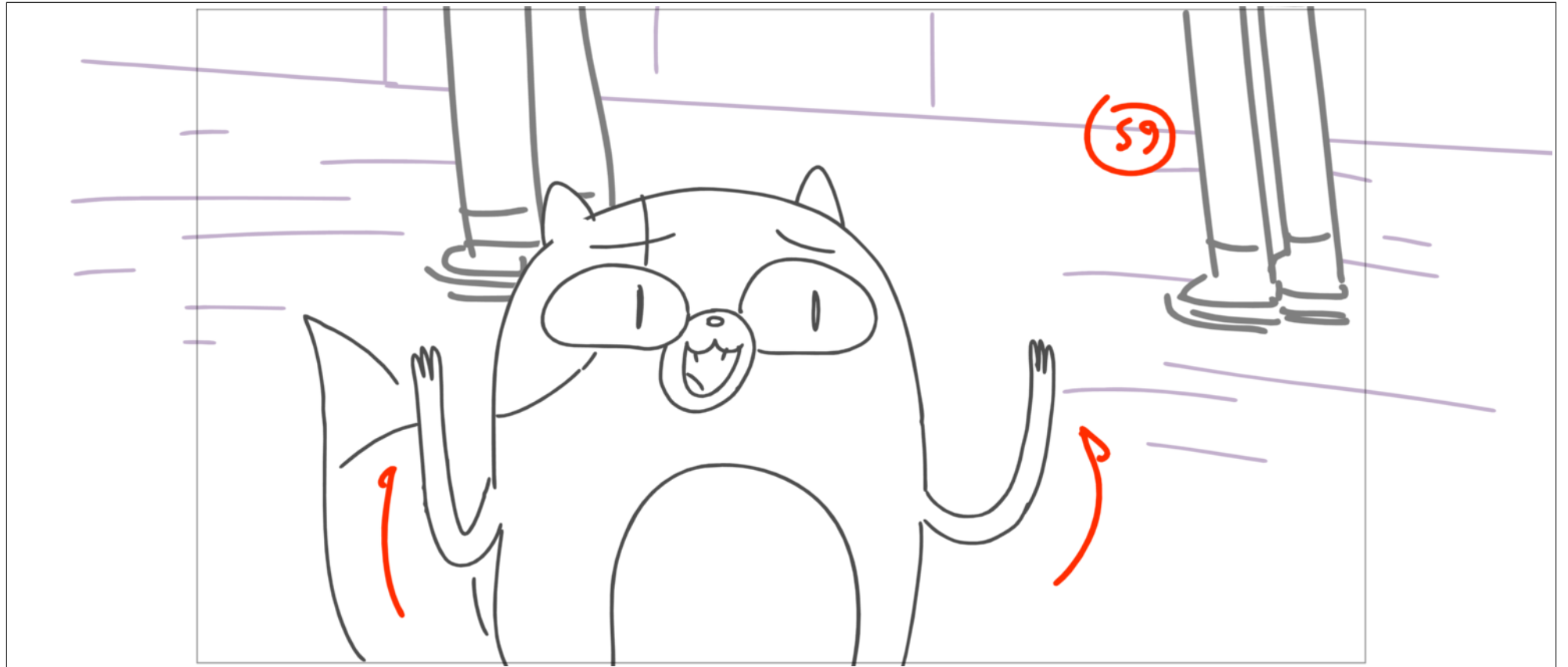


Dialog

Action Notes

H/U CAKE.  
SKATERS skate by in background.

Scene	Feet : Frames	Panel / Total	Feet : Frames
9	00:04	2 / 4	00:01



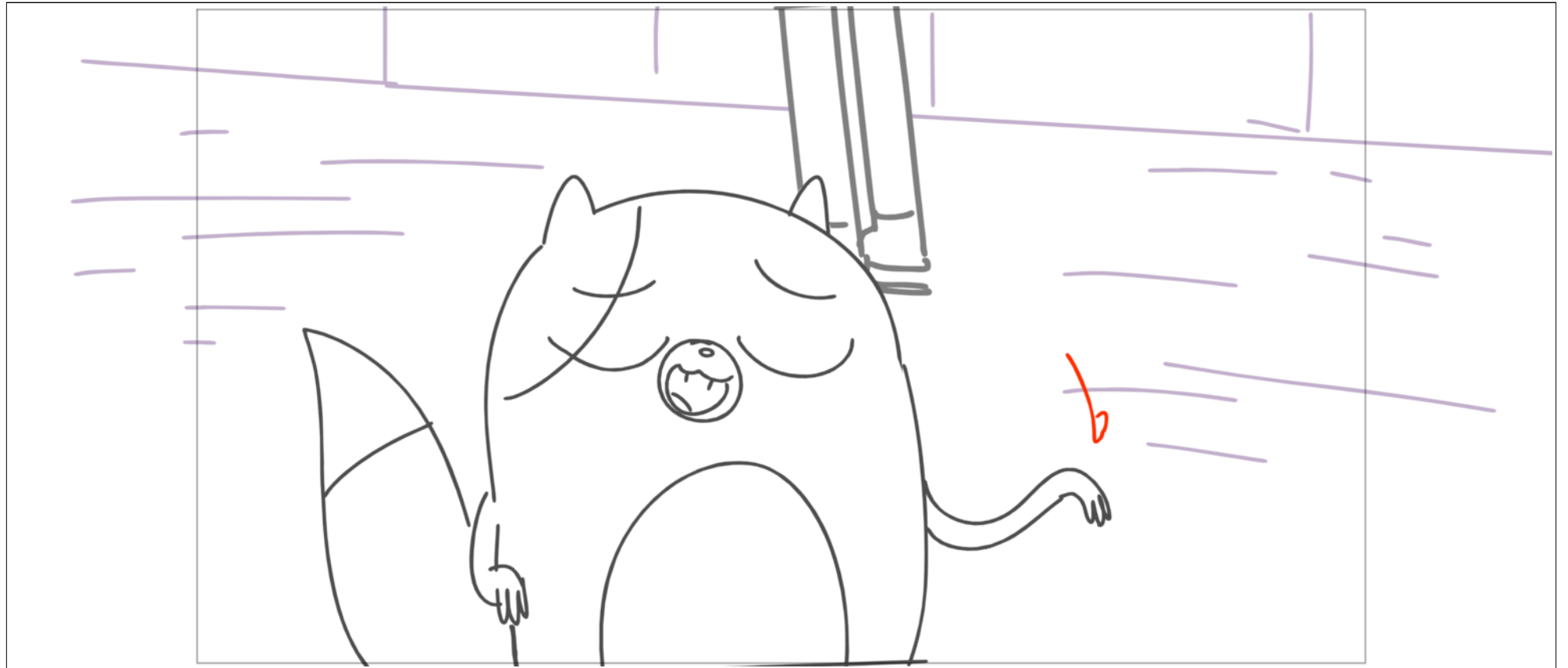
Dialog

C:  
No ...

Action Notes

CAKE waves off Fiona's concerns.

Scene	Feet : Frames	Panel / Total	Feet : Frames
9	00:04	3 / 4	00:01



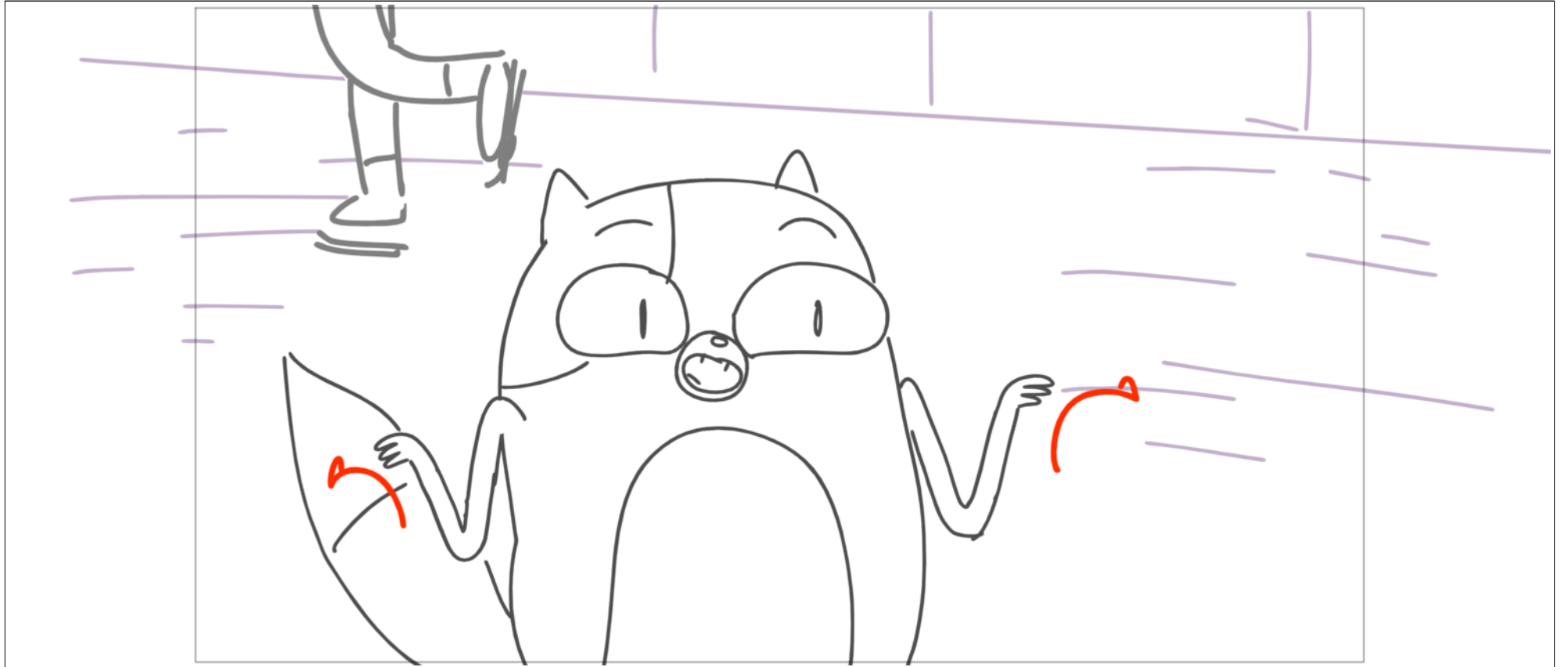
Dialog

C:  
... way...

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
9	00:04	4 / 4	00:01



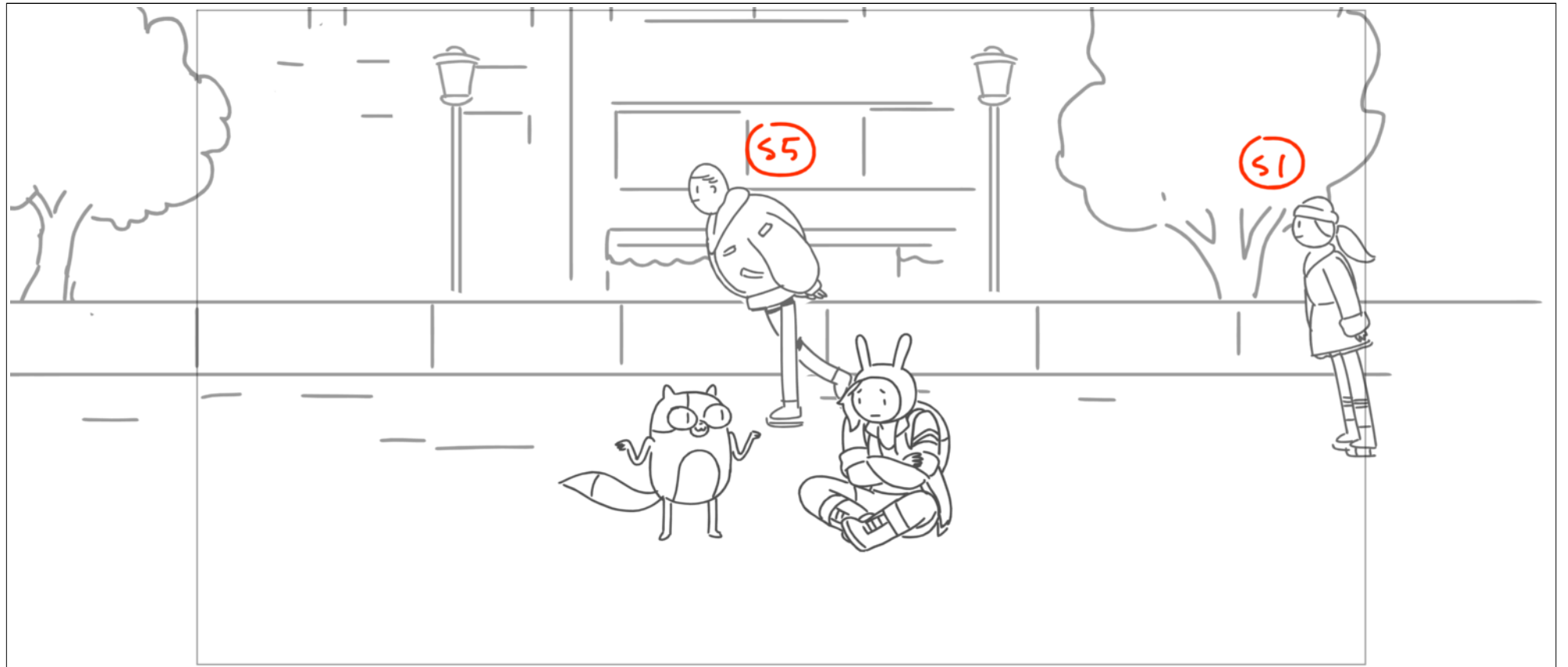
Dialog

C:  
it was just a nightmare.

Action Notes

she shrugs

Scene	Feet : Frames	Panel / Total	Feet : Frames
10	00:05	1 / 5	00:01



Dialog

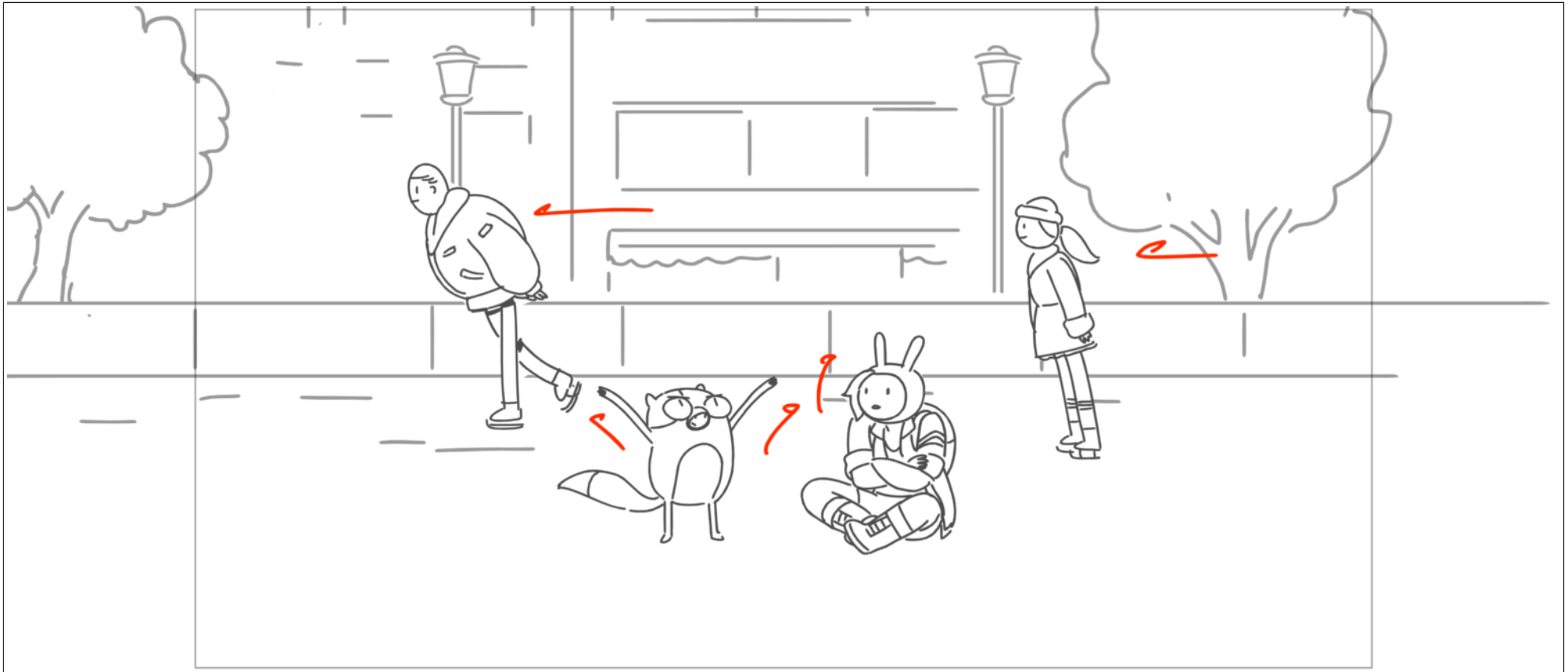
Action Notes

H/U CAKE.

SKATERS skate by in background.



Scene	Feet : Frames	Panel / Total	Feet : Frames
10	00:05	2 / 5	00:01



Dialog

C:  
I can't wait for this dump to change.

Action Notes

CAKE gestures with exasperation.

Scene	Feet : Frames	Panel / Total	Feet : Frames
10	00:05	3 / 5	00:01



Dialog

Action Notes

CAKE puts hands on hips.

Two SKATER Y and SKATER Z skate IN

Scene	Feet : Frames	Panel / Total	Feet : Frames
10	00:05	4 / 5	00:01



Dialog

SKATER Y (whisper):  
Look...

Action Notes

SKATER Y points at CAKE whispering

Scene	Feet : Frames	Panel / Total	Feet : Frames
10	00:05	5 / 5	00:01



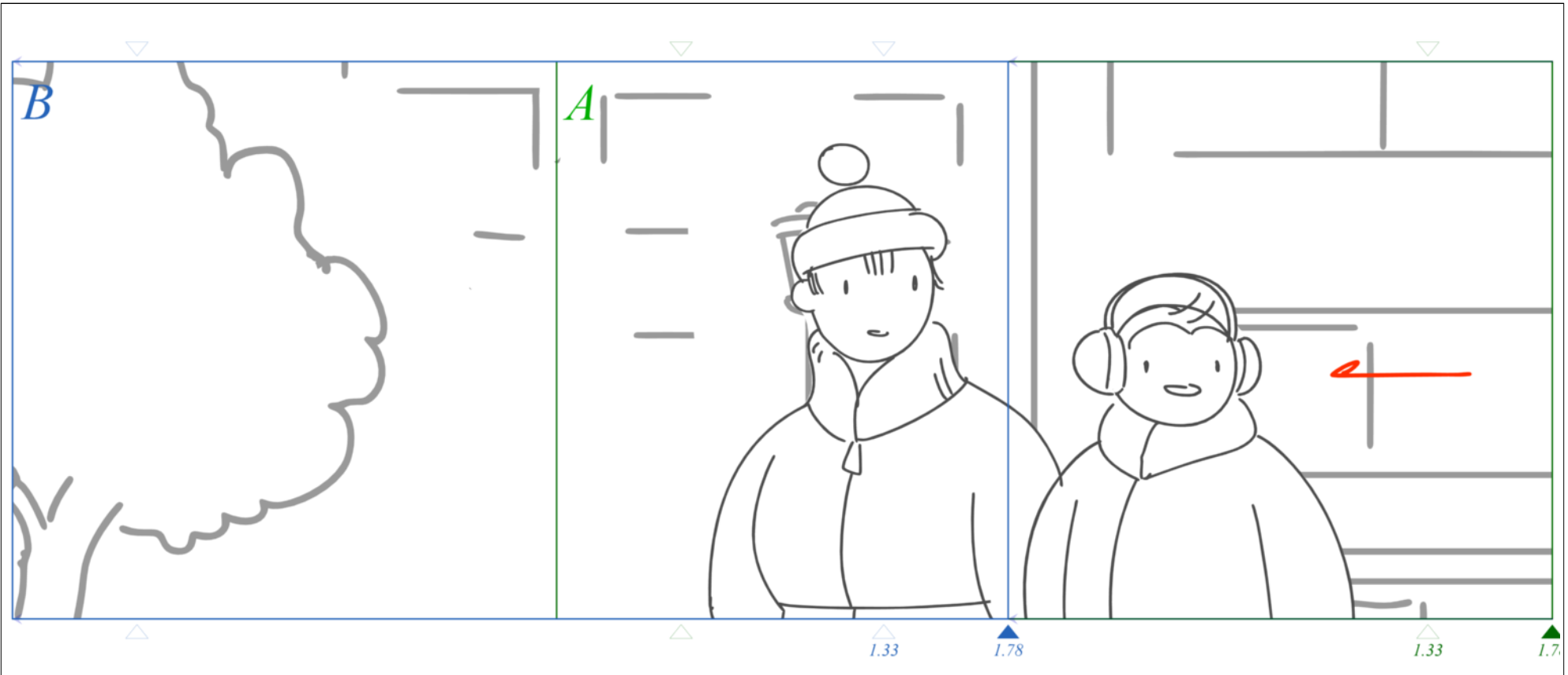
Dialog

SKATER Y (whisper):  
... at that...

Action Notes

SKATERS Y & Z pass CAKE, keeping their eyes on her.  
CAKE watches them

Scene Layout	Feet : Frames
11	00:04



Dialog
SKATER Z (whisper): It even has...

Action Notes
CAM PAN as it follows SKATERS Y & Z come to a STOP

Scene	Feet : Frames	Panel / Total	Feet : Frames
11	00:04	1 / 4	00:01



Dialog

SKATER Z (whisper):  
It even has...

Action Notes

CAM PAN as it follows SKATERS Y & Z come to a STOP

Scene	Feet : Frames	Panel / Total	Feet : Frames
11	00:04	2 / 4	00:01



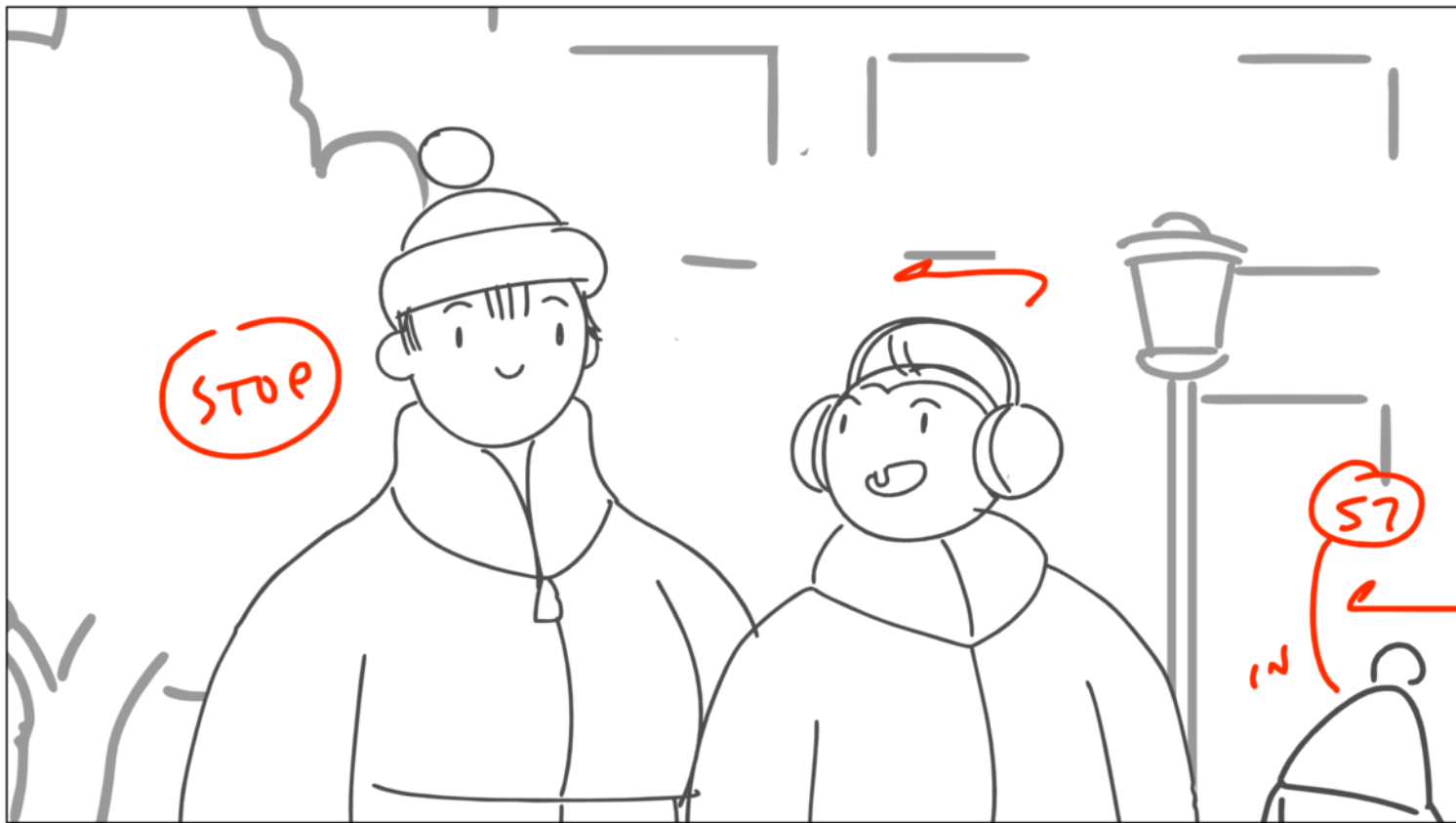
Dialog

SKATER Z (whisper):  
It even has...

Action Notes

CAM STOP

Scene	Feet : Frames	Panel / Total	Feet : Frames
11	00:04	3 / 4	00:01



Dialog

SKATER Z (whisper):  
... lip synch!

Action Notes

SKATER Z looks at SKATER Y as they talk



Scene	Feet : Frames	Panel / Total	Feet : Frames
11	00:04	4 / 4	00:01



Dialog

Action Notes

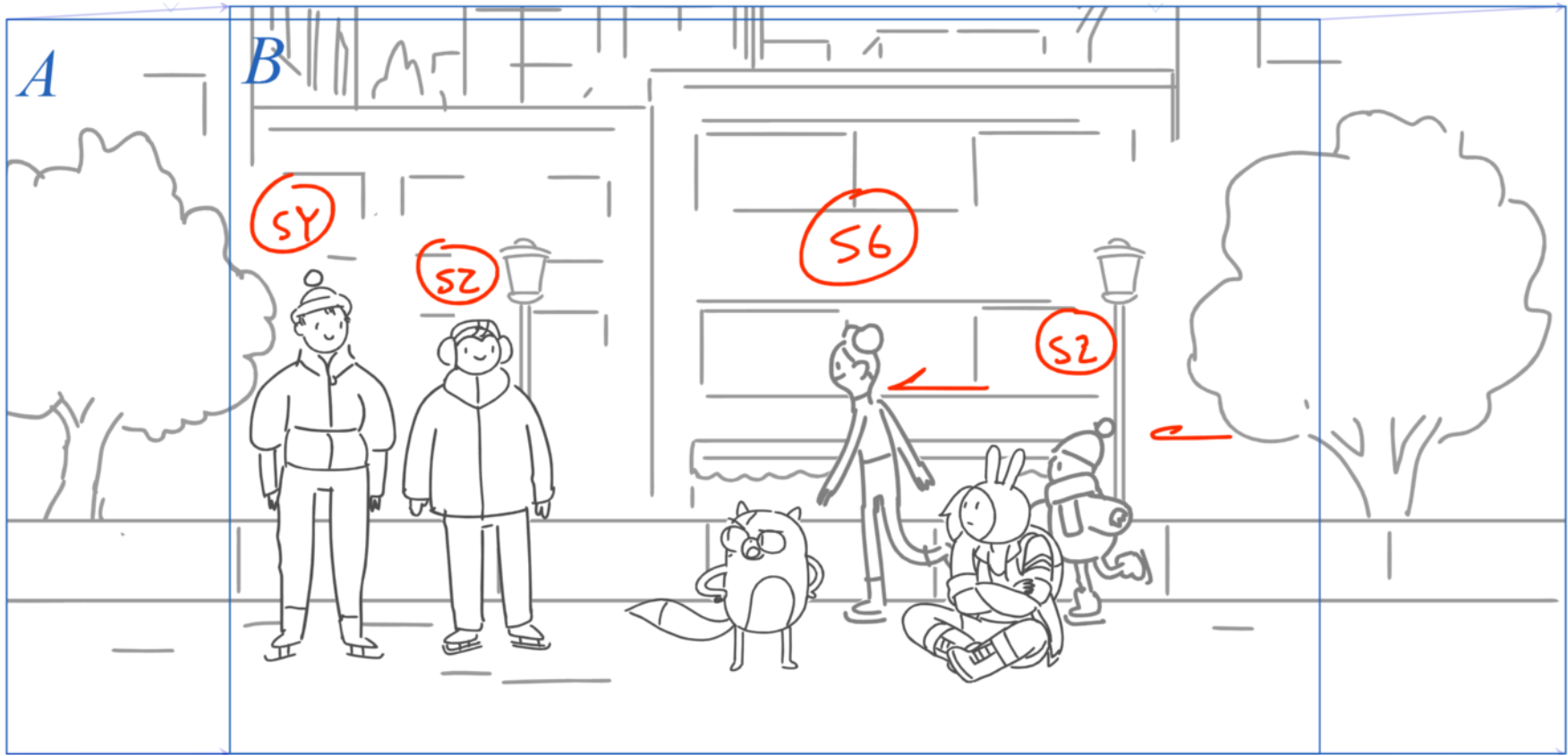
SKATER Z looks at CAKE O/S  
beat

Scene Layout

12

Feet : Frames

00:18



Dialog

C:  
What are you looking at?

ALT:  
Can I help you?

Action Notes

CAKE looks at them disdainfully

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	1 / 18	00:01



Dialog

C:  
What are you looking at?

ALT:  
Can I help you?

Action Notes

CAKE looks at them disdainfully

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	2 / 18	00:01



Dialog

**SKATER Y:**  
We didn't know this rink had a mascot.

Action Notes

**SKATER Y gestures**

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	3 / 18	00:01



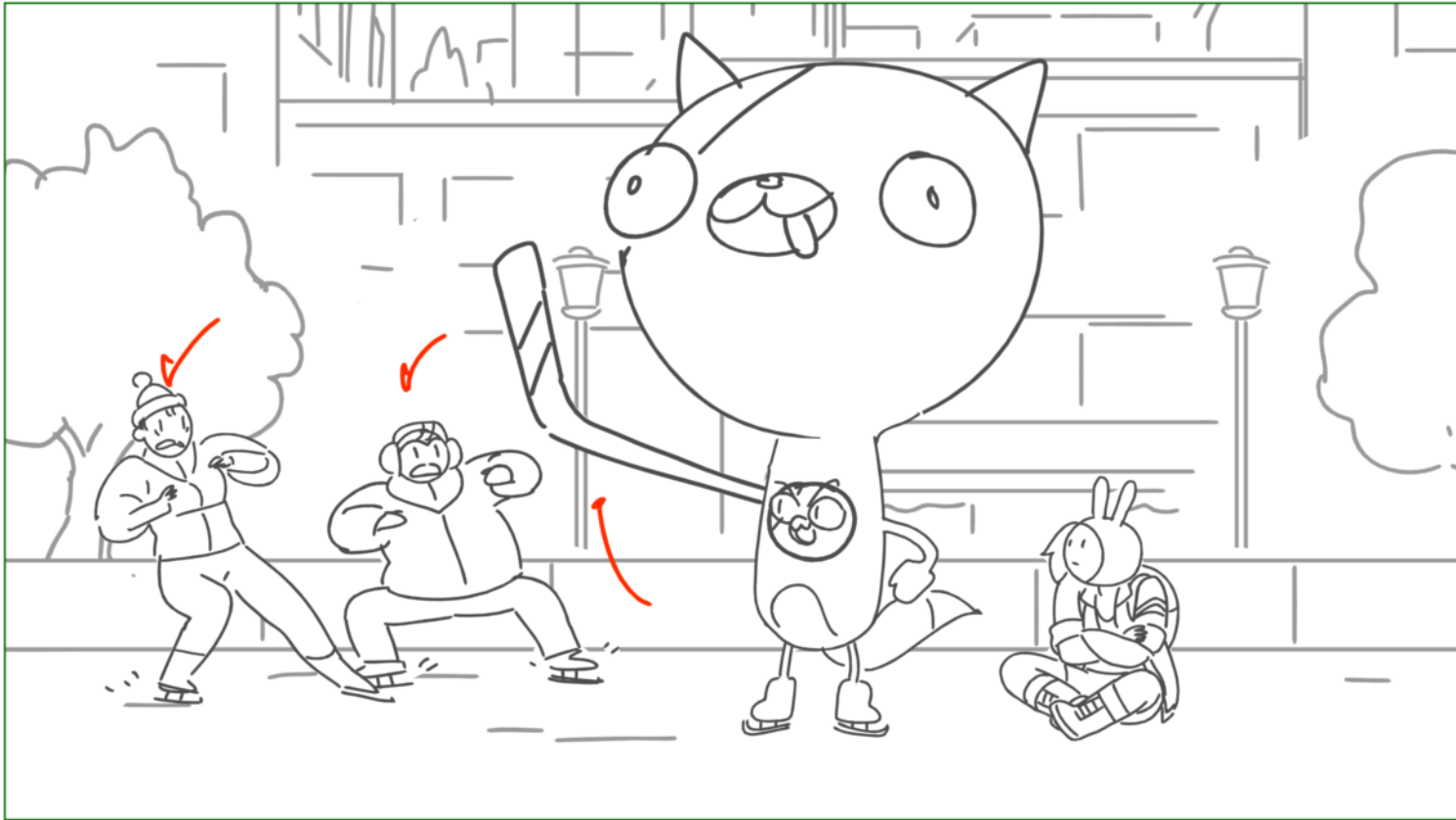
Dialog

SKATER Y & Z:  
Ahh!

Action Notes

CAKE starts to stretch into big foam mascot character  
SFX: stretch

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	4 / 18	00:01



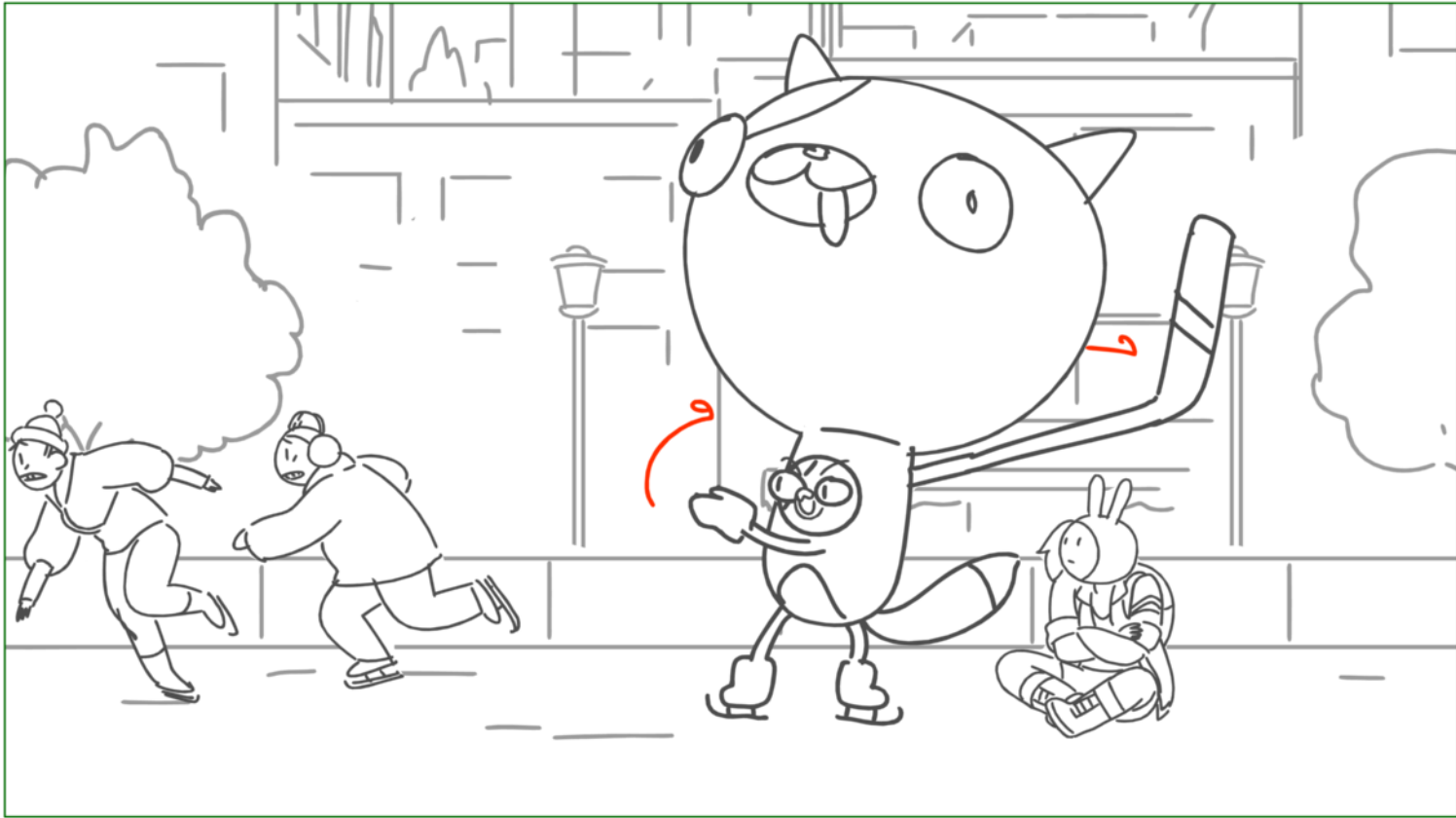
Dialog

**CAKE:**  
Skaters skate at their own risk!

Action Notes

**SFX:** stretch  
CAKE stretches her head big like a mascot and manifests ice skates and hockey stick arm

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	5 / 18	00:01



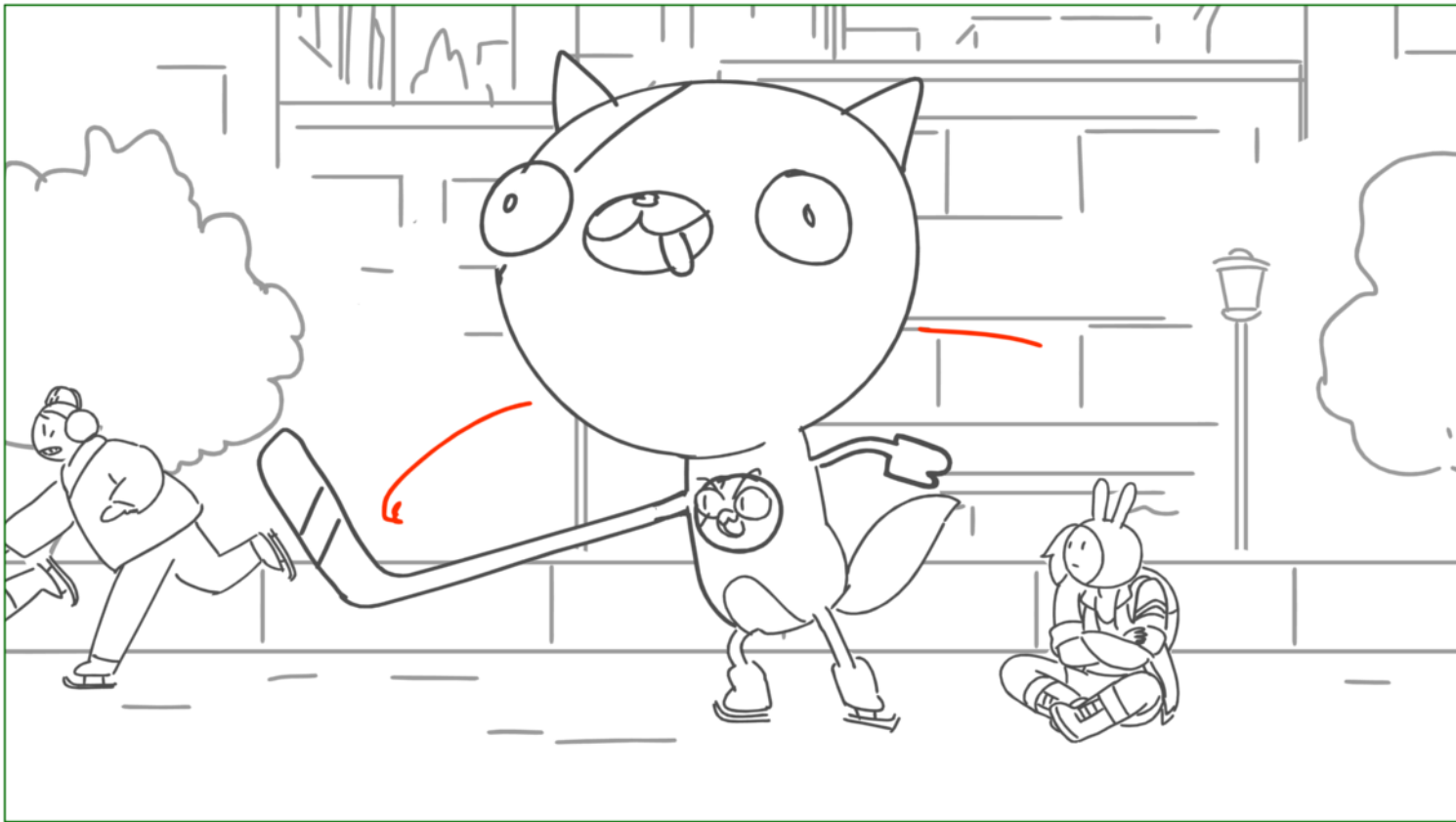
Dialog

**CAKE:**  
Skaters skate at their own risk!

Action Notes

CAKE winds up as the SKATERS skate away quickly

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	6 / 18	00:01



Dialog

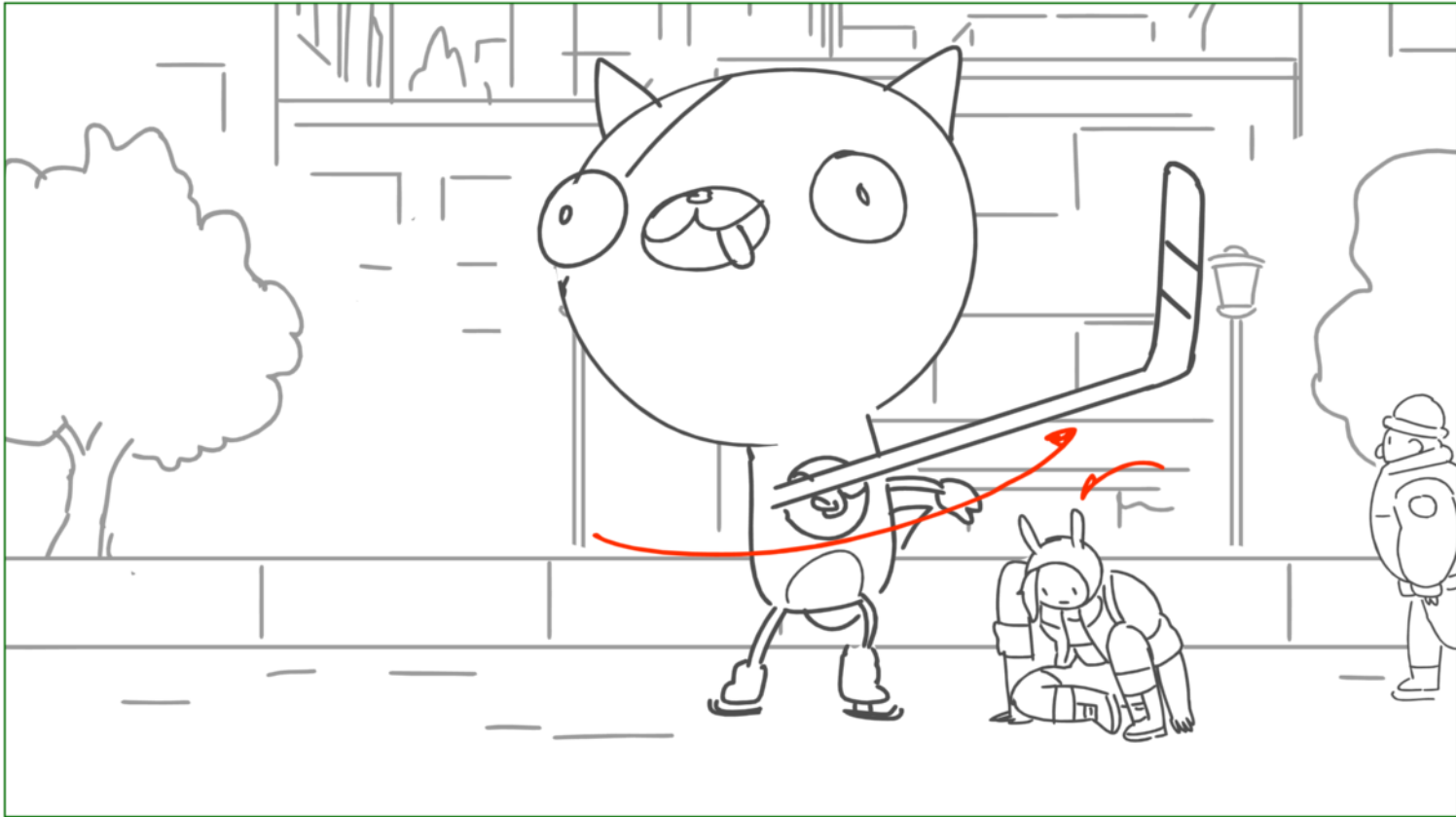
**CAKE:**  
Skaters skate at their own risk!

Action Notes

CAKE swats at the SKATERS with her hockey stick arm



Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	7 / 18	00:01

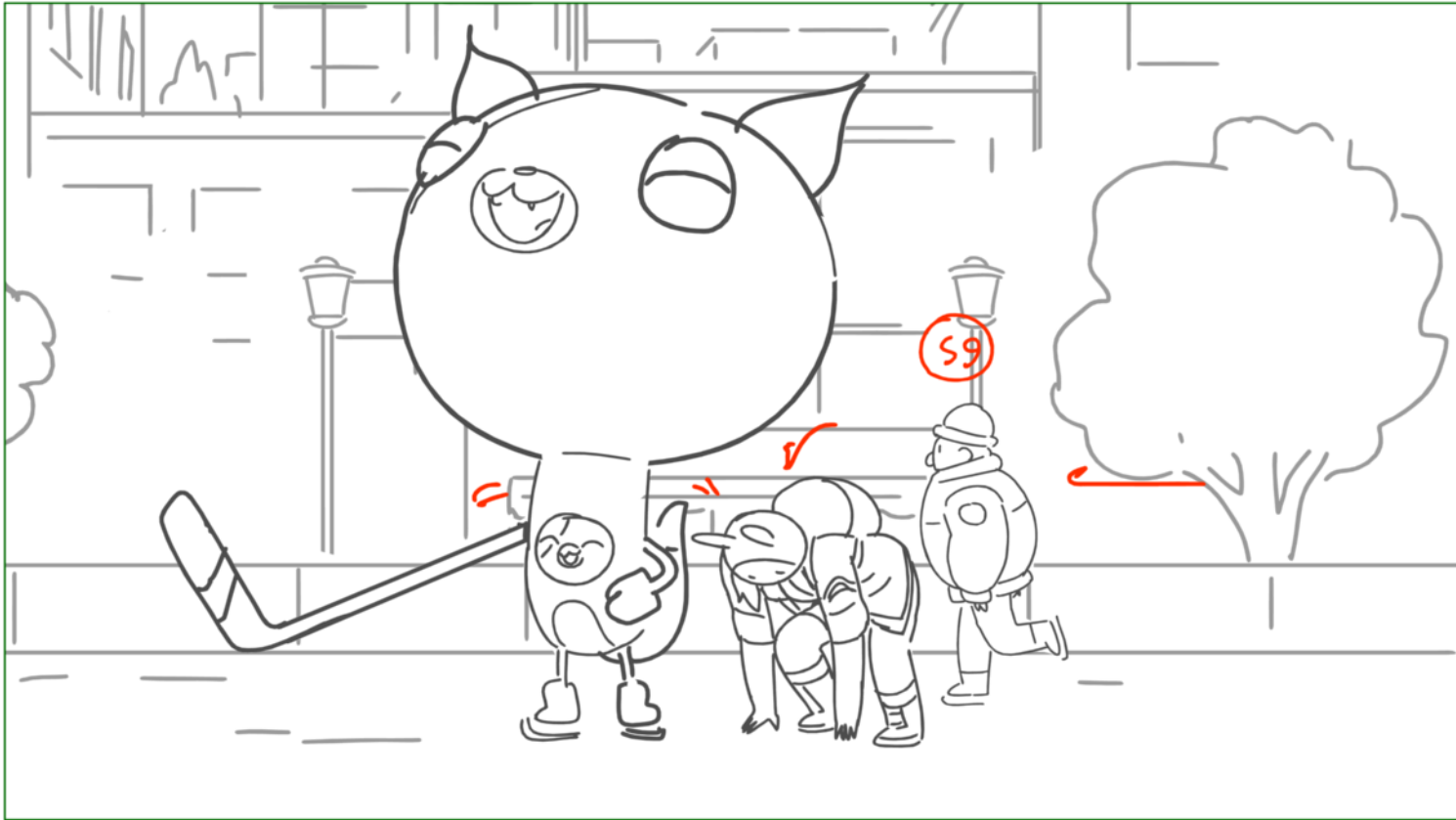


Dialog

Action Notes

FIONNA moves to stand up

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	8 / 18	00:01



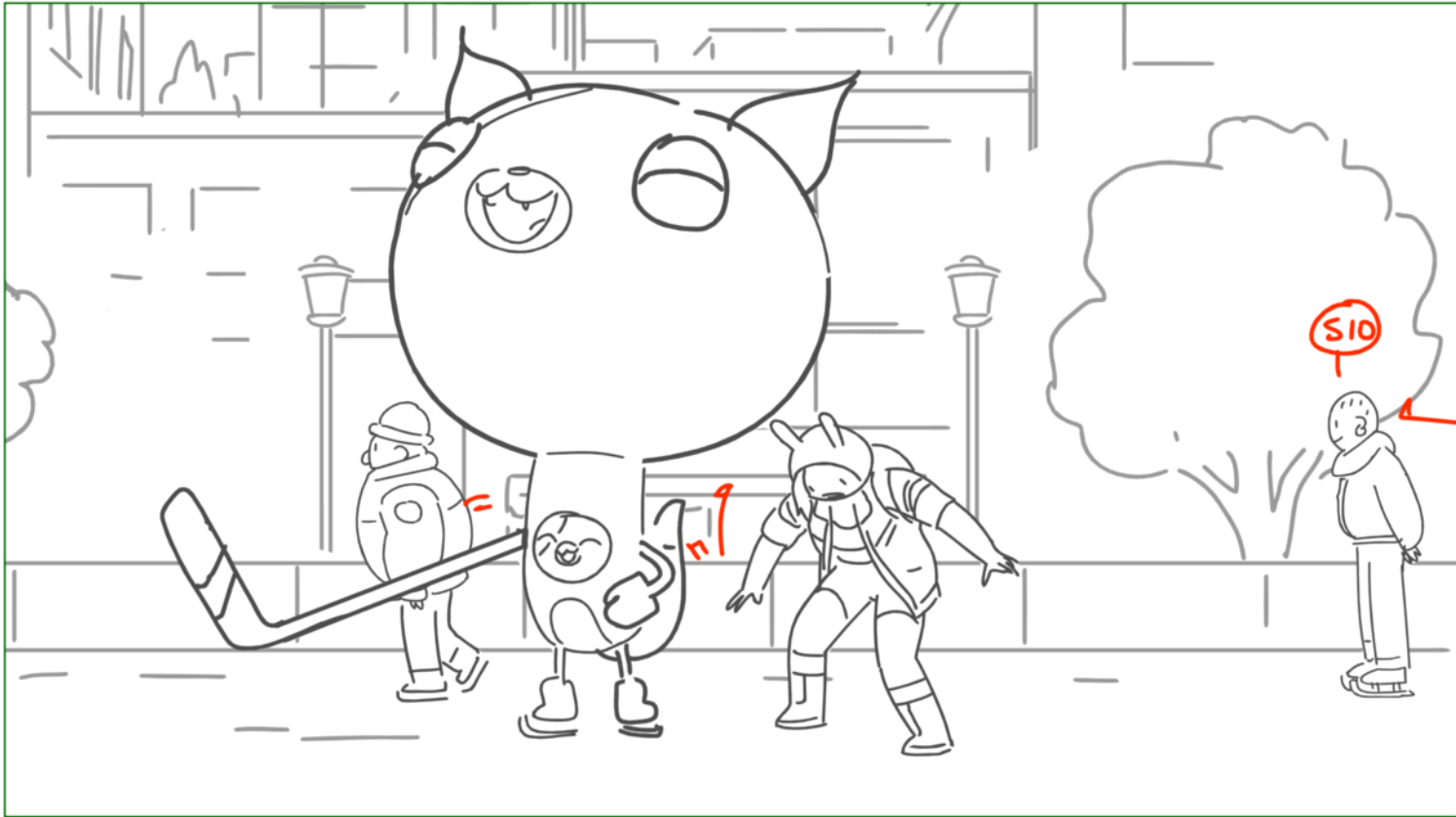
Dialog

CAKE:  
Hyuk hyuk!

Action Notes

CAM ADJ across to FIONNA.  
CAKE laughs

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	9 / 18	00:01

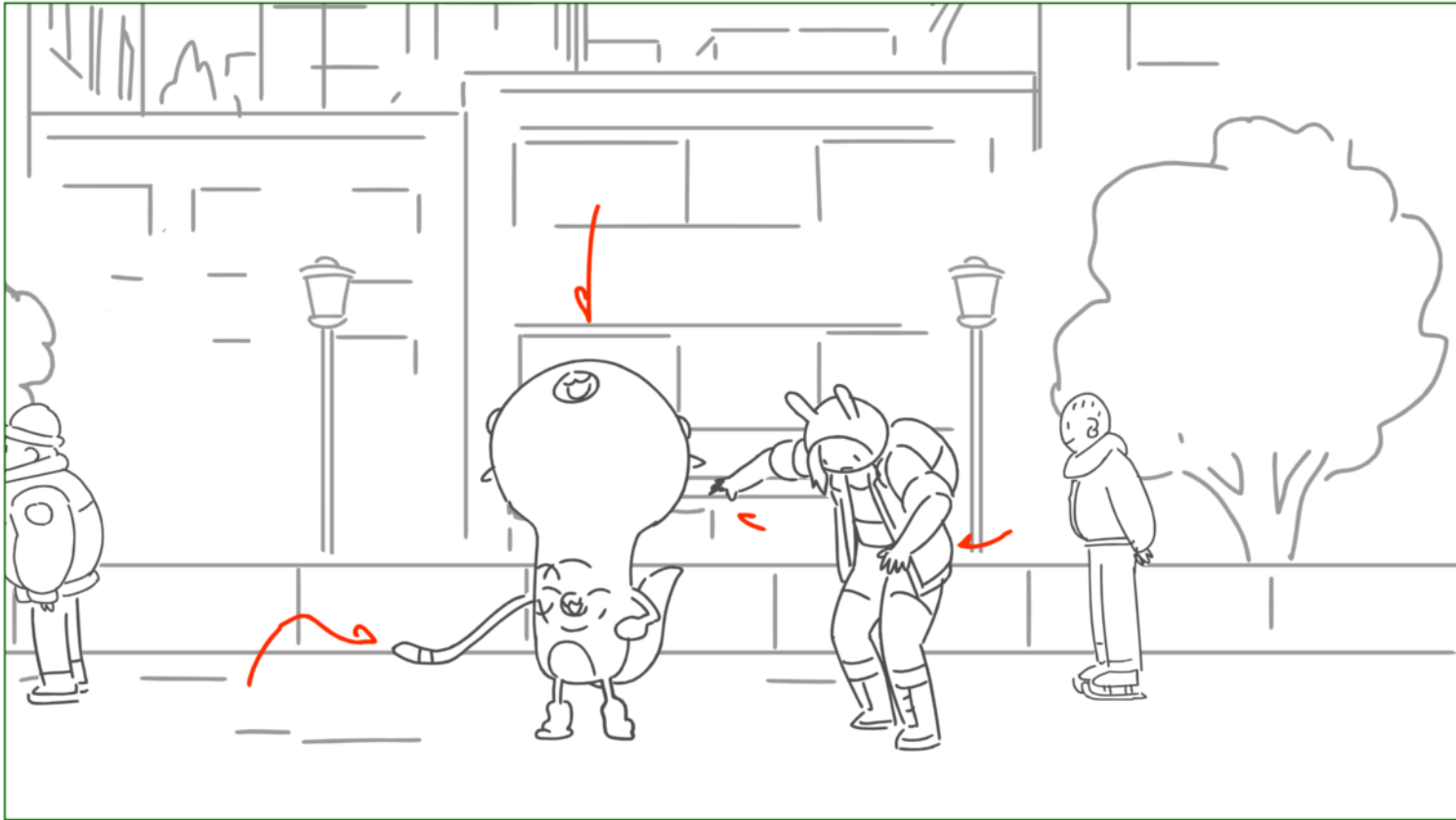


Dialog

Action Notes

FIONNA gets up, unsteadily. Her feet slip a little

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	10 / 18	00:01



Dialog

Action Notes

CAKE shrinks back down to normal.  
FIONNA slides her feet together

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	11 / 18	00:01



Dialog

Action Notes

FIONNA steadies herself

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	12 / 18	00:01



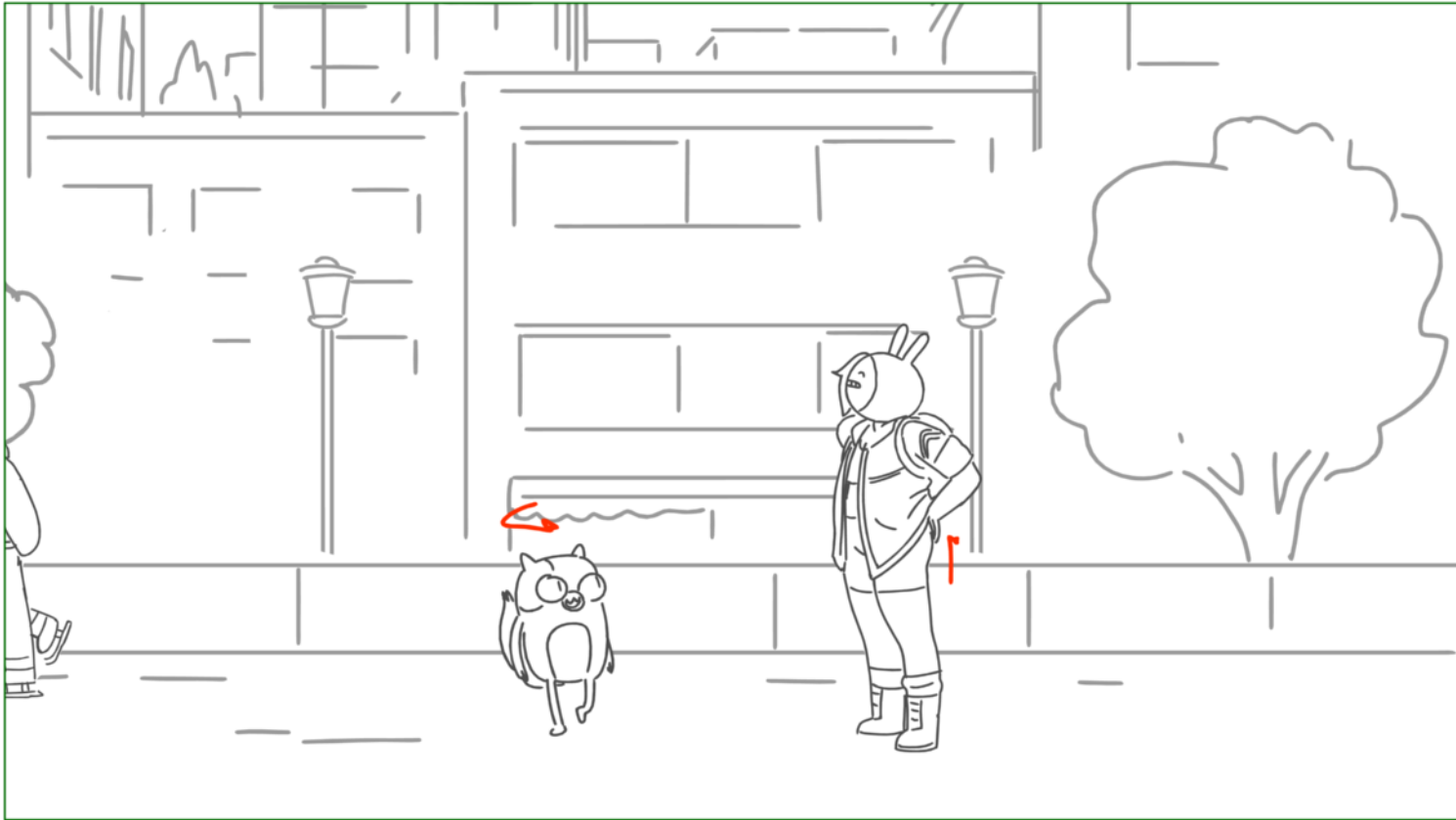
Dialog

F:  
Ooh...

Action Notes

FIONNA rubs her butt, lifting the back of the jacket

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	13 / 18	00:01



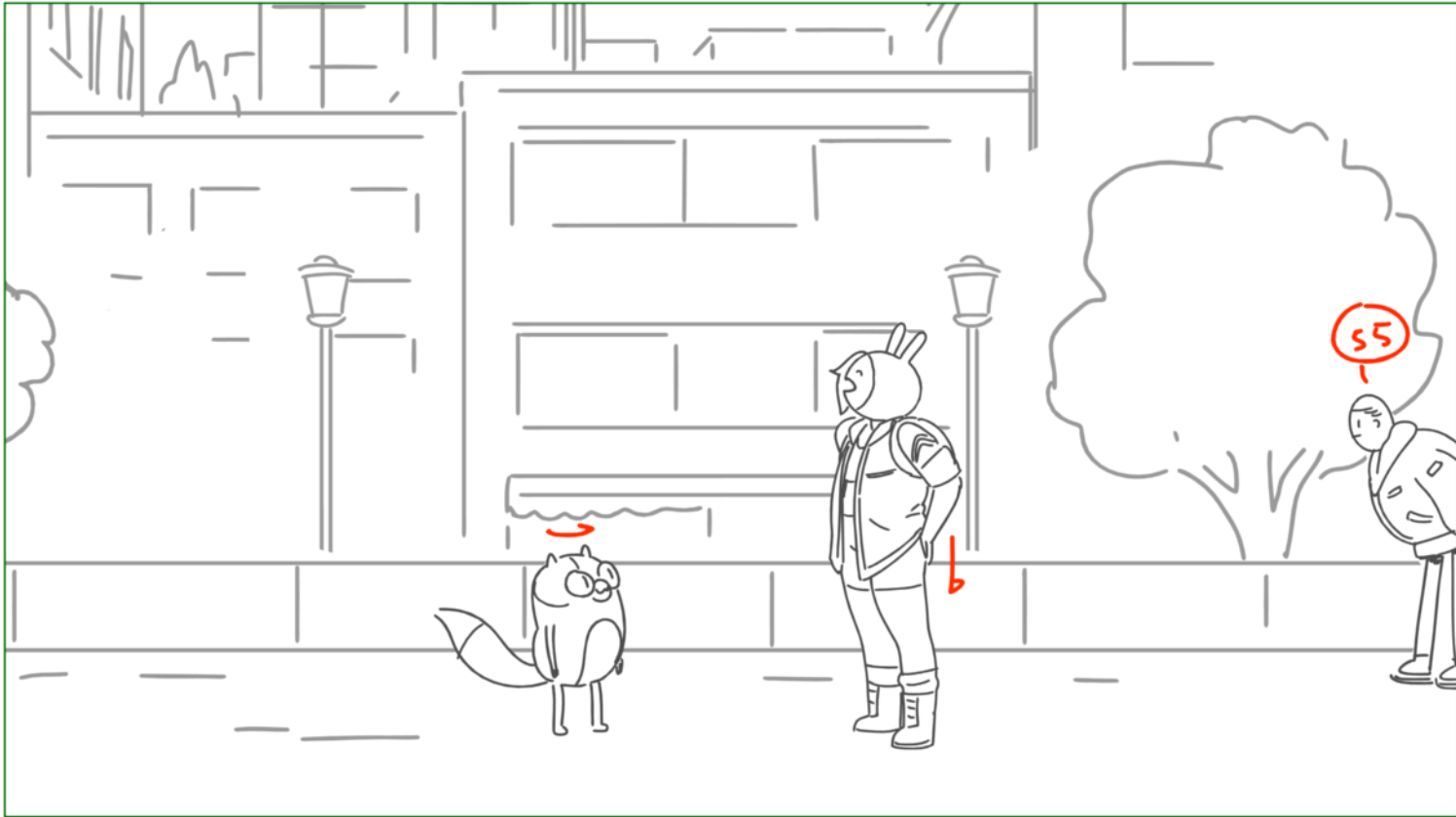
Dialog

F:  
Ooh...

Action Notes

CAKE turns to FIONNA

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	14 / 18	00:01



Dialog

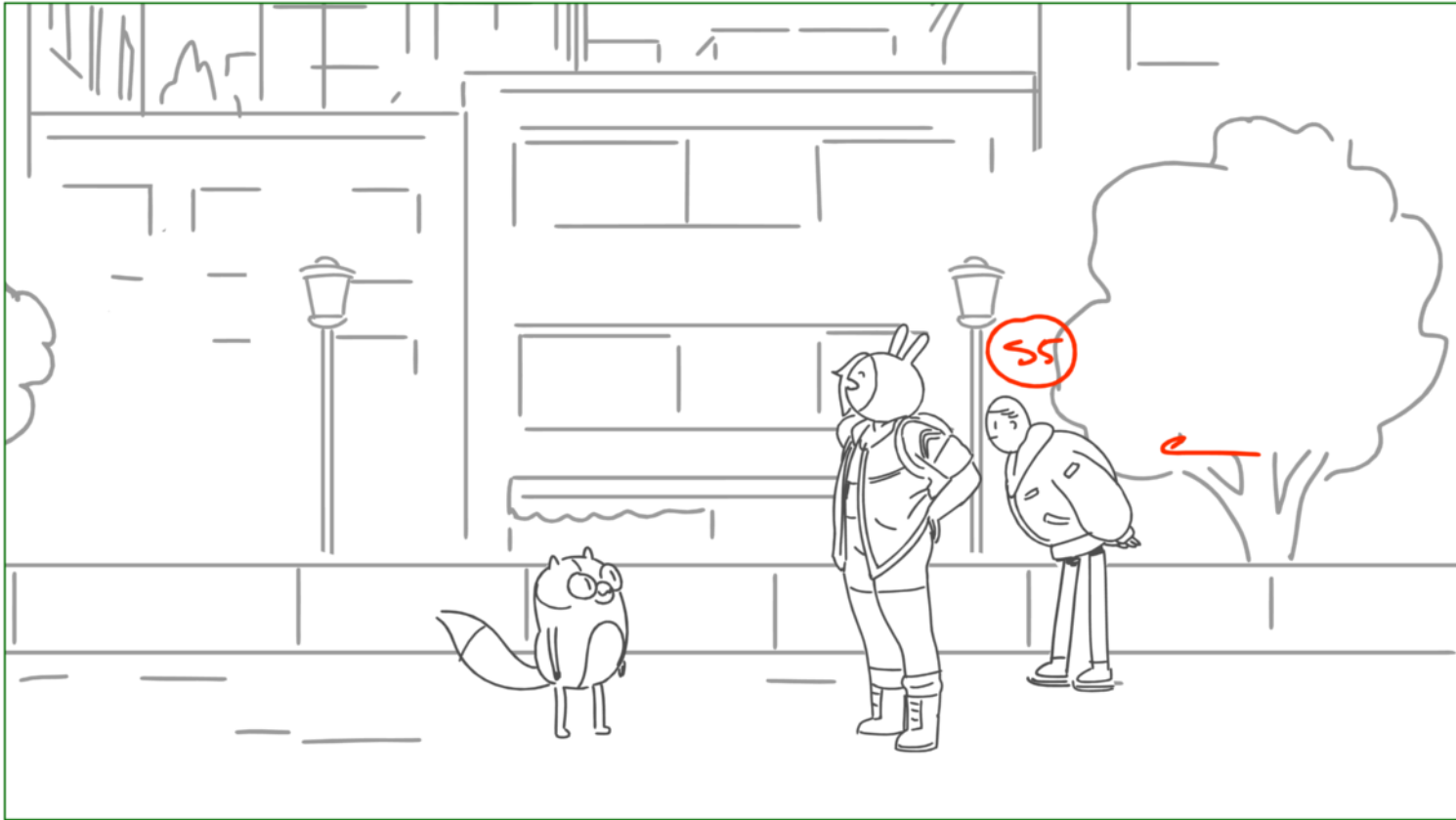
F:  
... my butt is an icicle.

ALT:  
My butt's cold.

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	15 / 18	00:01



Dialog

F:  
... my butt is an icicle.

ALT:  
My butt's cold.

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	16 / 18	00:01



Dialog

C:  
I gotcha, buddy.

Action Notes

SFX: stretch  
CAKE starts stretching, dropping her belly to the ground

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	17 / 18	00:01



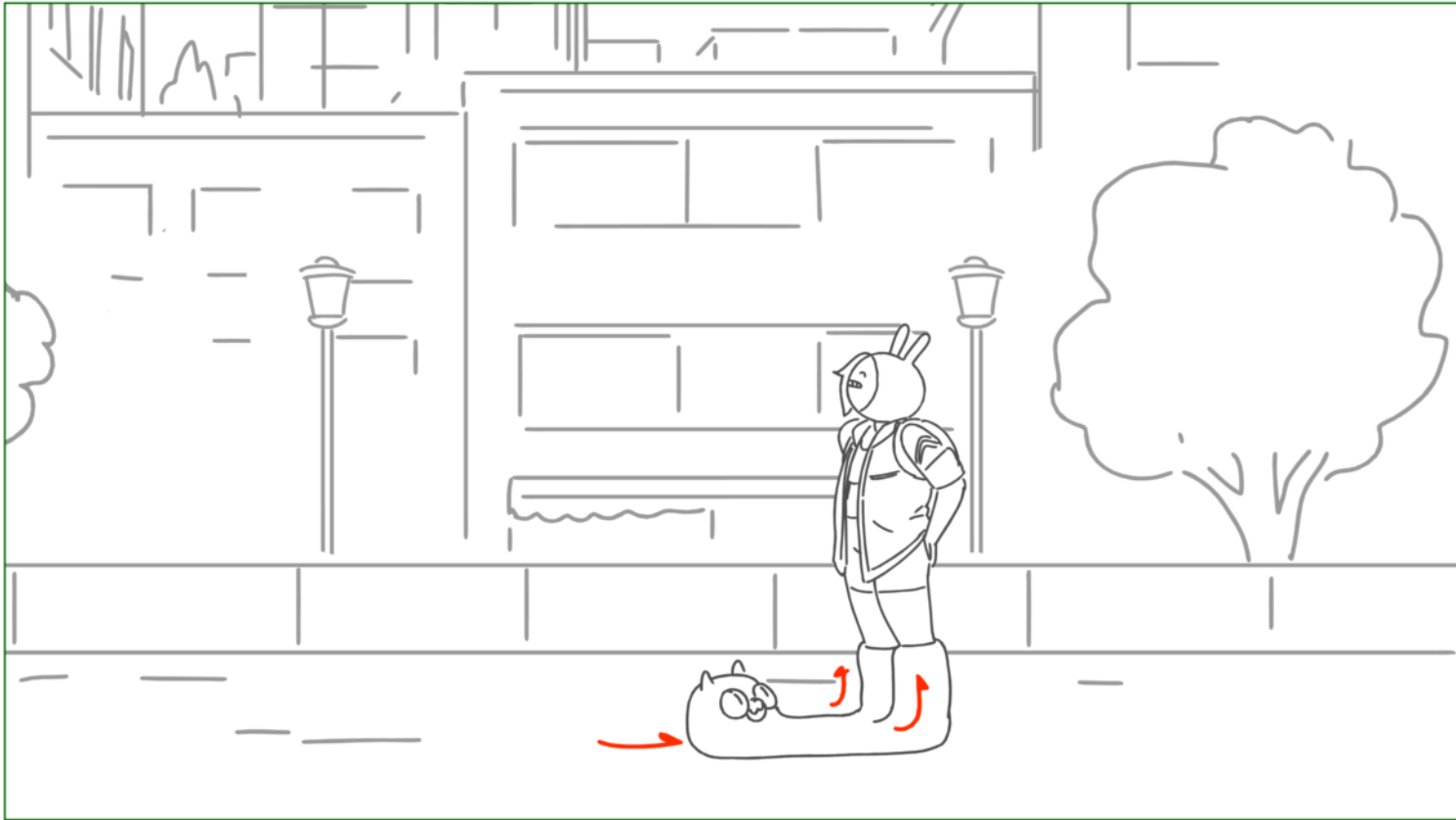
Dialog

C:  
I gotcha, buddy.

Action Notes

SFX: stretch

Scene	Feet : Frames	Panel / Total	Feet : Frames
12	00:18	18 / 18	00:01



Dialog

Action Notes

CAKE streches over FIONNA's shoes and calves

Scene Layout	Feet : Frames
13	00:09



Dialog

Action Notes  
H/U FIONNA rubbing her butt

Scene	Feet : Frames	Panel / Total	Feet : Frames
13	00:09	1 / 9	00:01

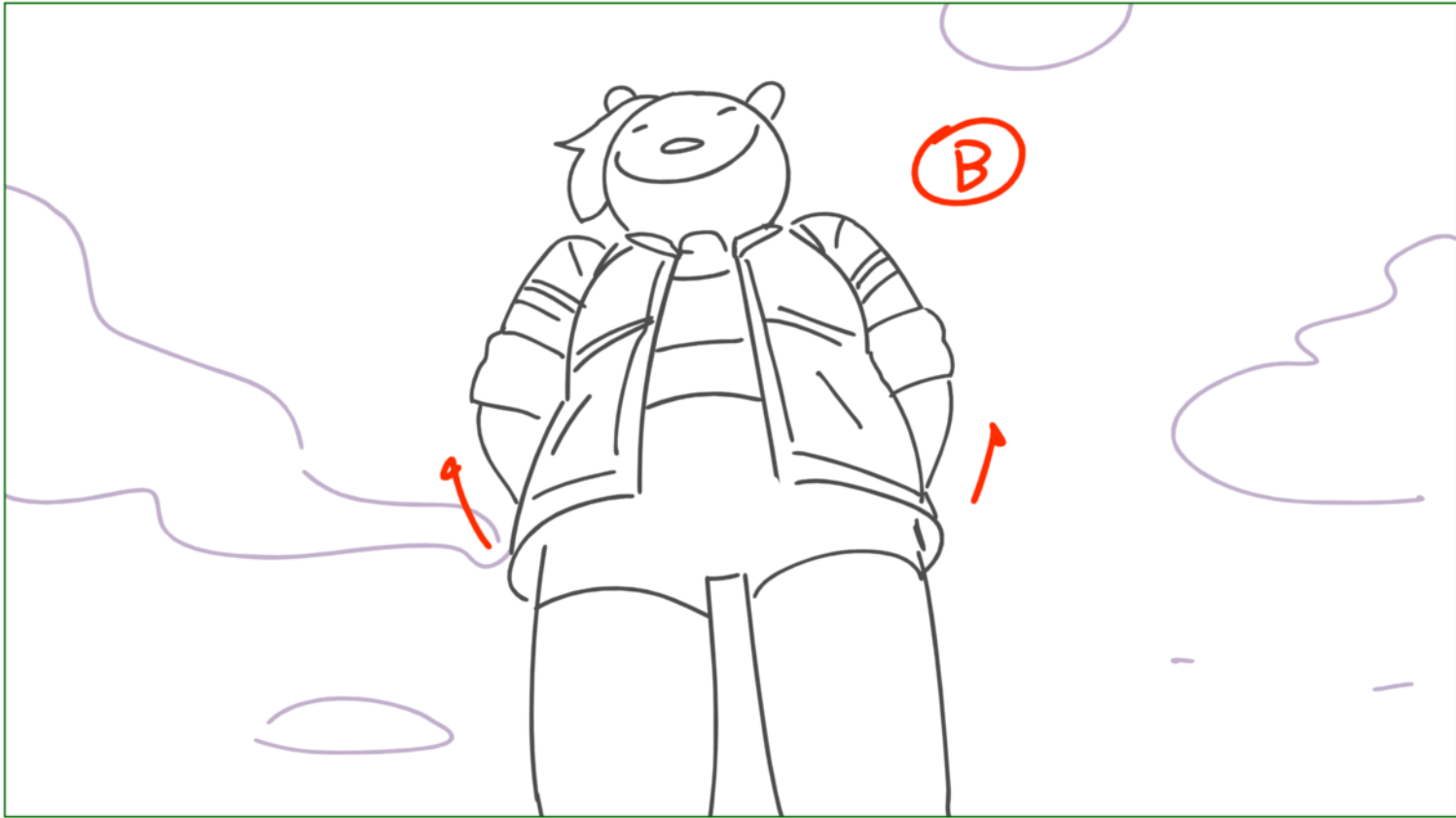


Dialog

Action Notes

H/U FIONNA rubbing her butt

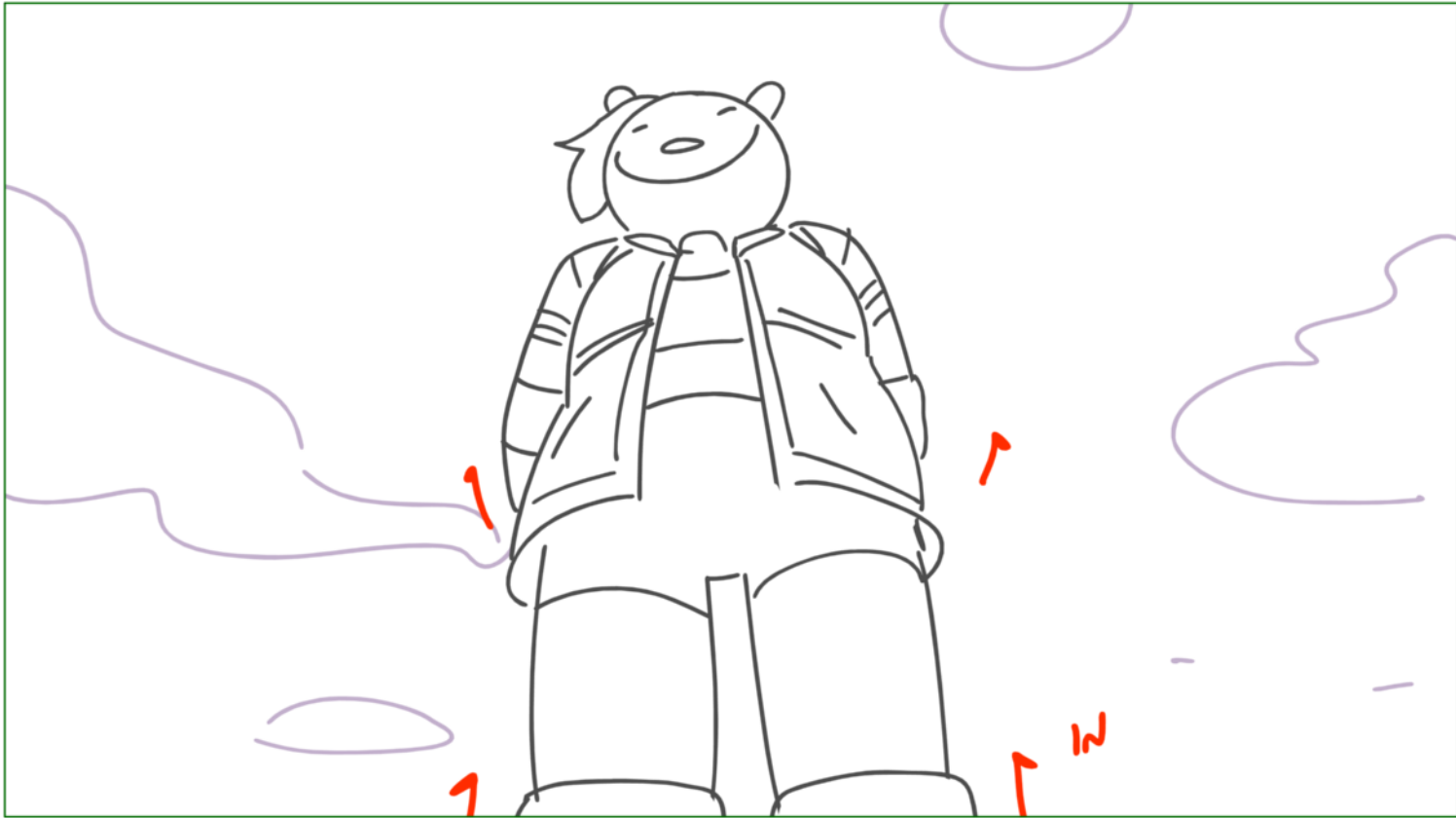
Scene	Feet : Frames	Panel / Total	Feet : Frames
13	00:09	2 / 9	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
13	00:09	3 / 9	00:01



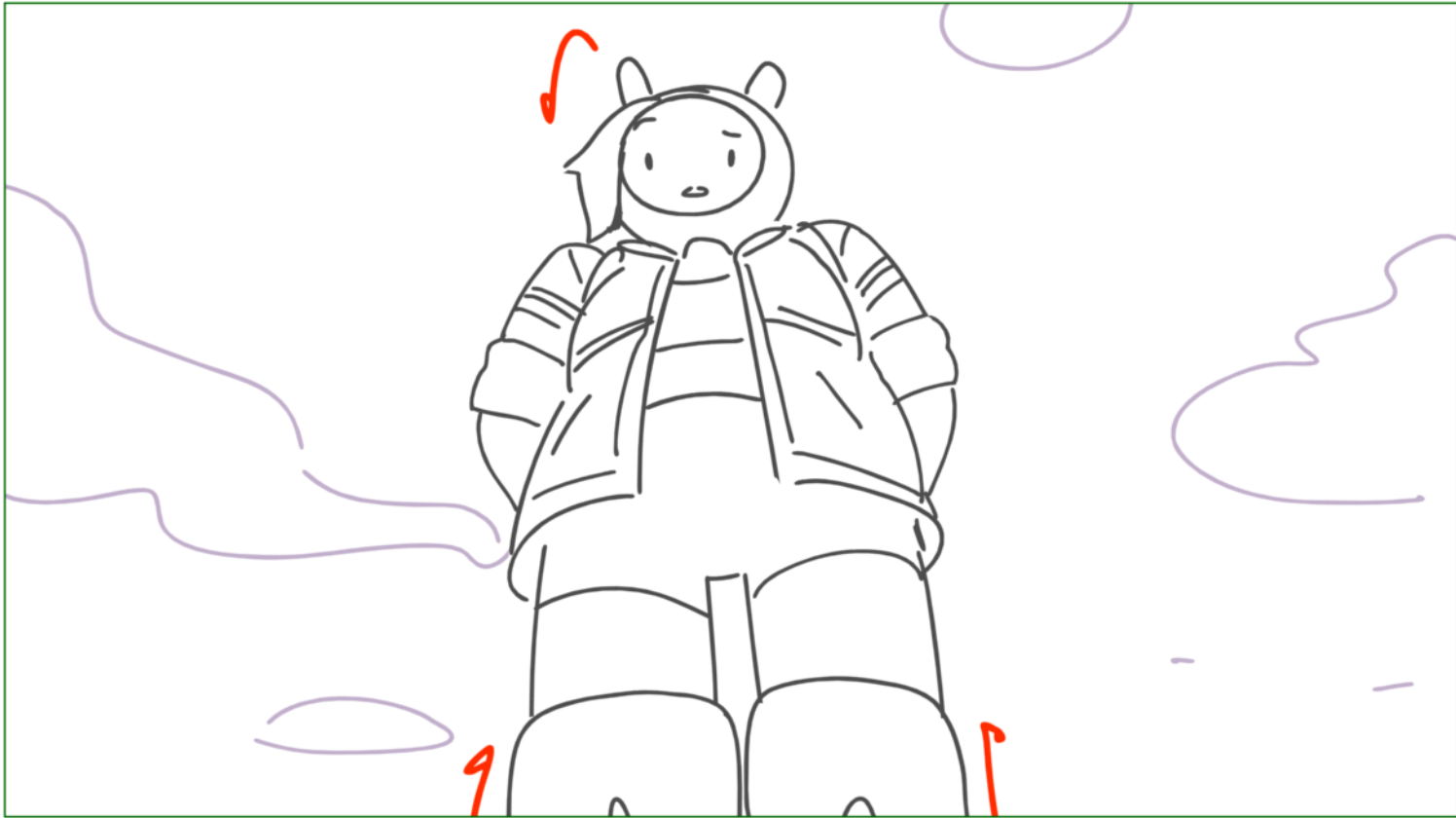
Dialog

Action Notes

CAKE come IN up FIONNA's legs



Scene	Feet : Frames	Panel / Total	Feet : Frames
13	00:09	4 / 9	00:01

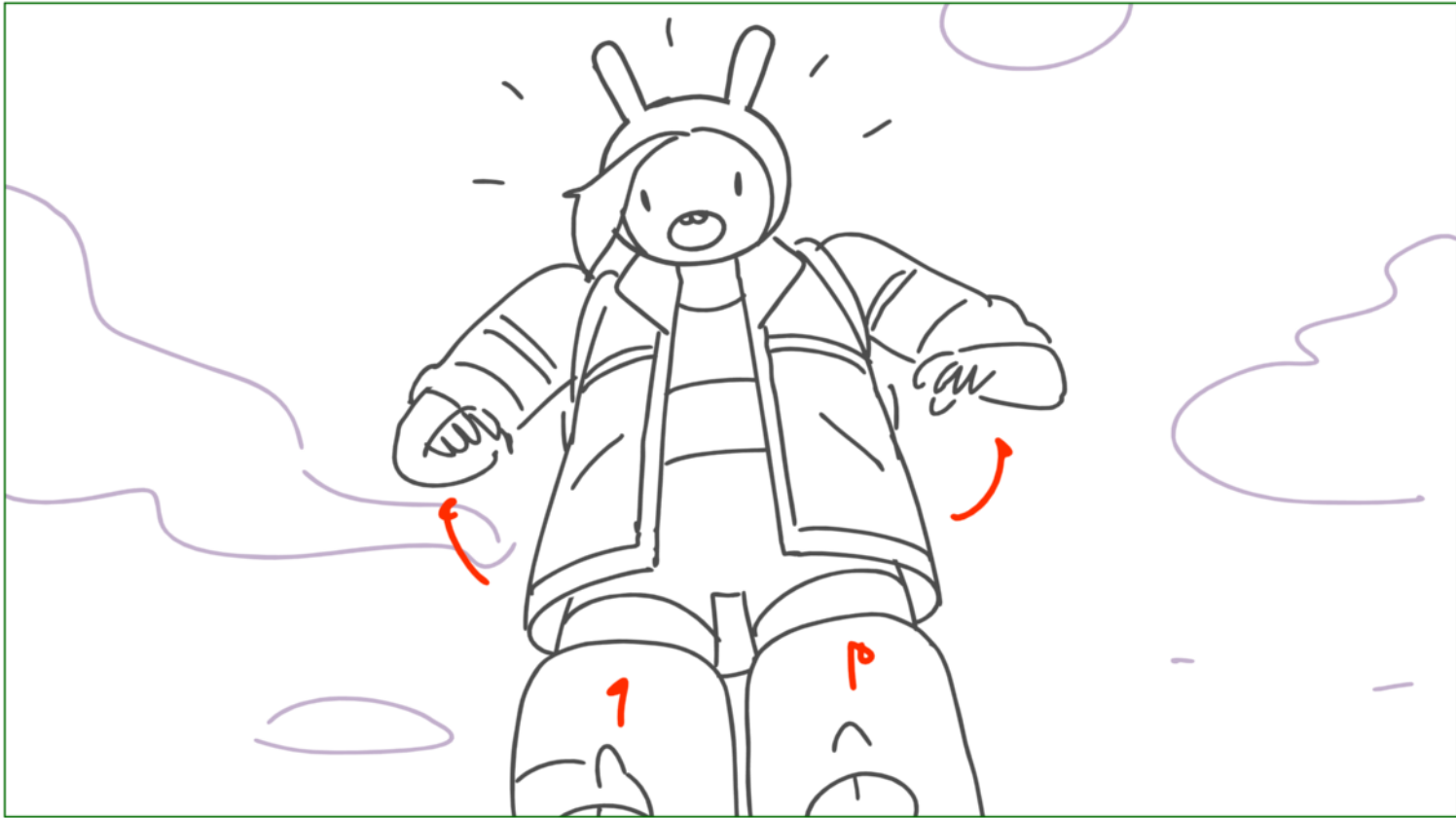


Dialog

Action Notes

FIONNA looks down

Scene	Feet : Frames	Panel / Total	Feet : Frames
13	00:09	5 / 9	00:01



Dialog

F:  
(gasp)

Action Notes

FIONNA sees what CAKE is doing and is surprised.

Scene	Feet : Frames	Panel / Total	Feet : Frames
13	00:09	6 / 9	00:01

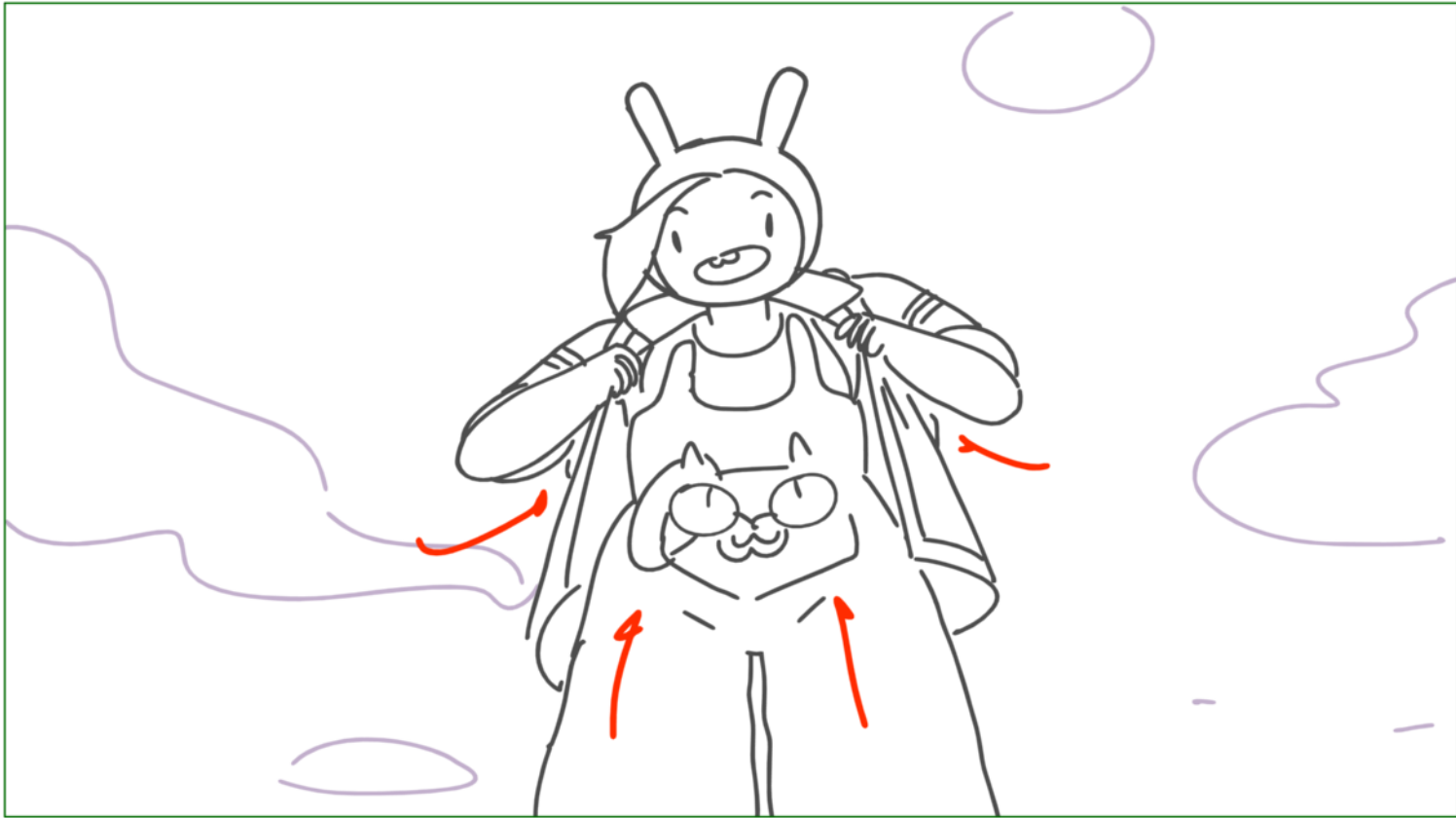


Dialog

Action Notes

CAM ADJ as CAKE continues up FIONNA's body forming show pants/overalls.

Scene	Feet : Frames	Panel / Total	Feet : Frames
13	00:09	7 / 9	00:01



Dialog

F:  
Ha!

Action Notes

FIONNA's impressed

Scene	Feet : Frames	Panel / Total	Feet : Frames
13	00:09	8 / 9	00:01



Dialog

F:  
Ha!

Action Notes

CAKE finished stretch transformation into Ski Pants

Scene	Feet : Frames	Panel / Total	Feet : Frames
13	00:09	9 / 9	00:01

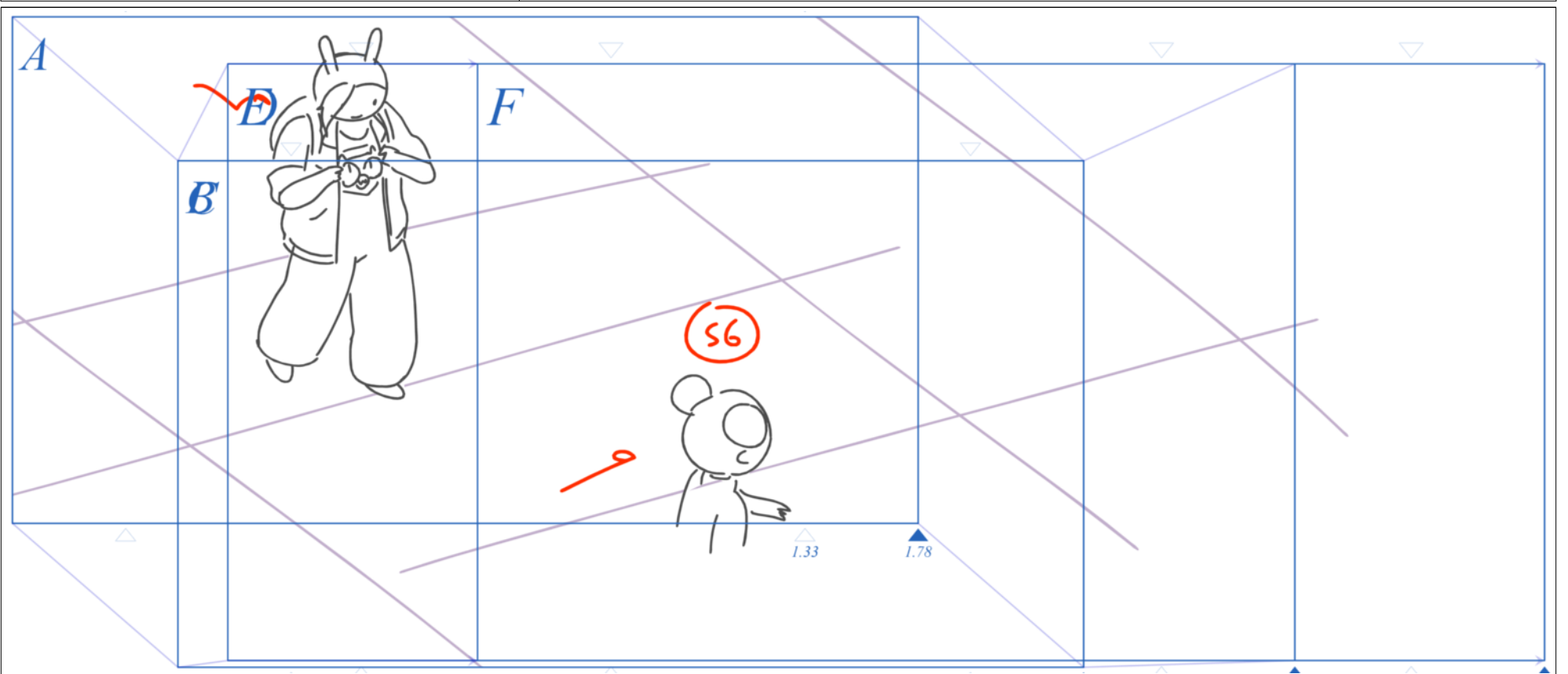


Dialog

Action Notes

FIONNA turns and walks away

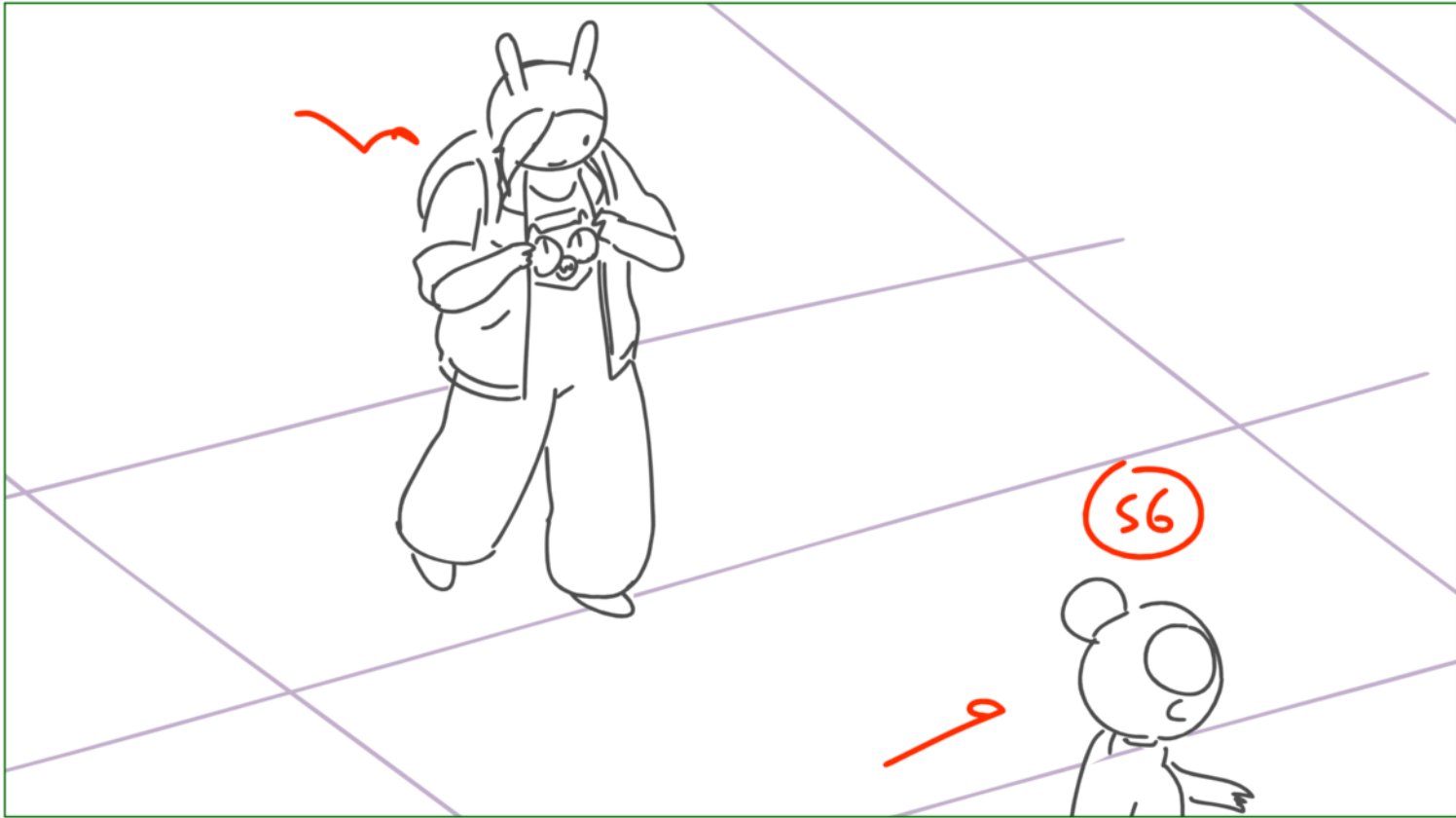
Scene Layout	Feet : Frames
14	00:15



Dialog
--------

Action Notes
H/U FIONNA walking

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	1 / 15	00:01



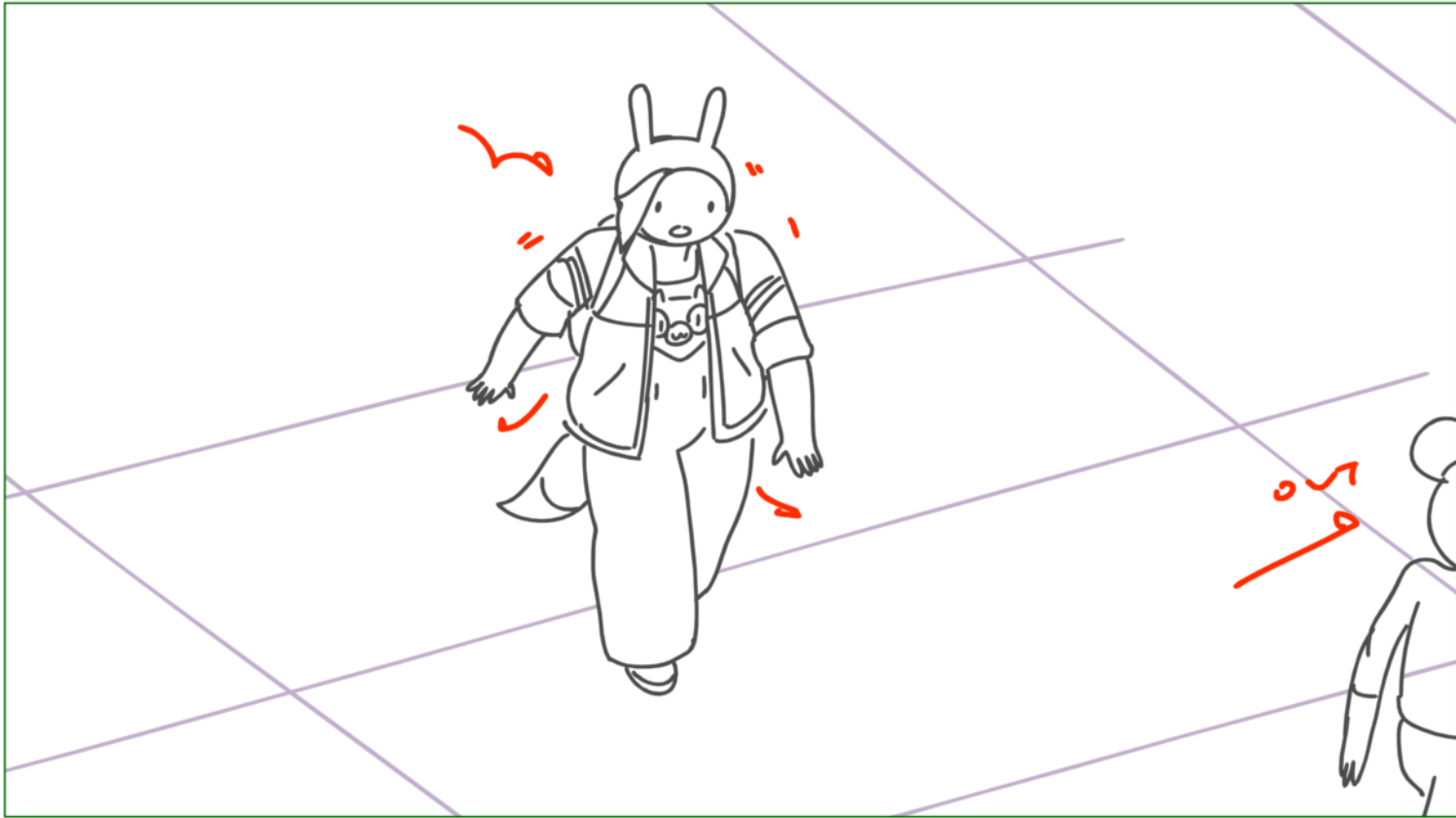
Dialog

Action Notes

H/U FIONNA walking



Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	2 / 15	00:01

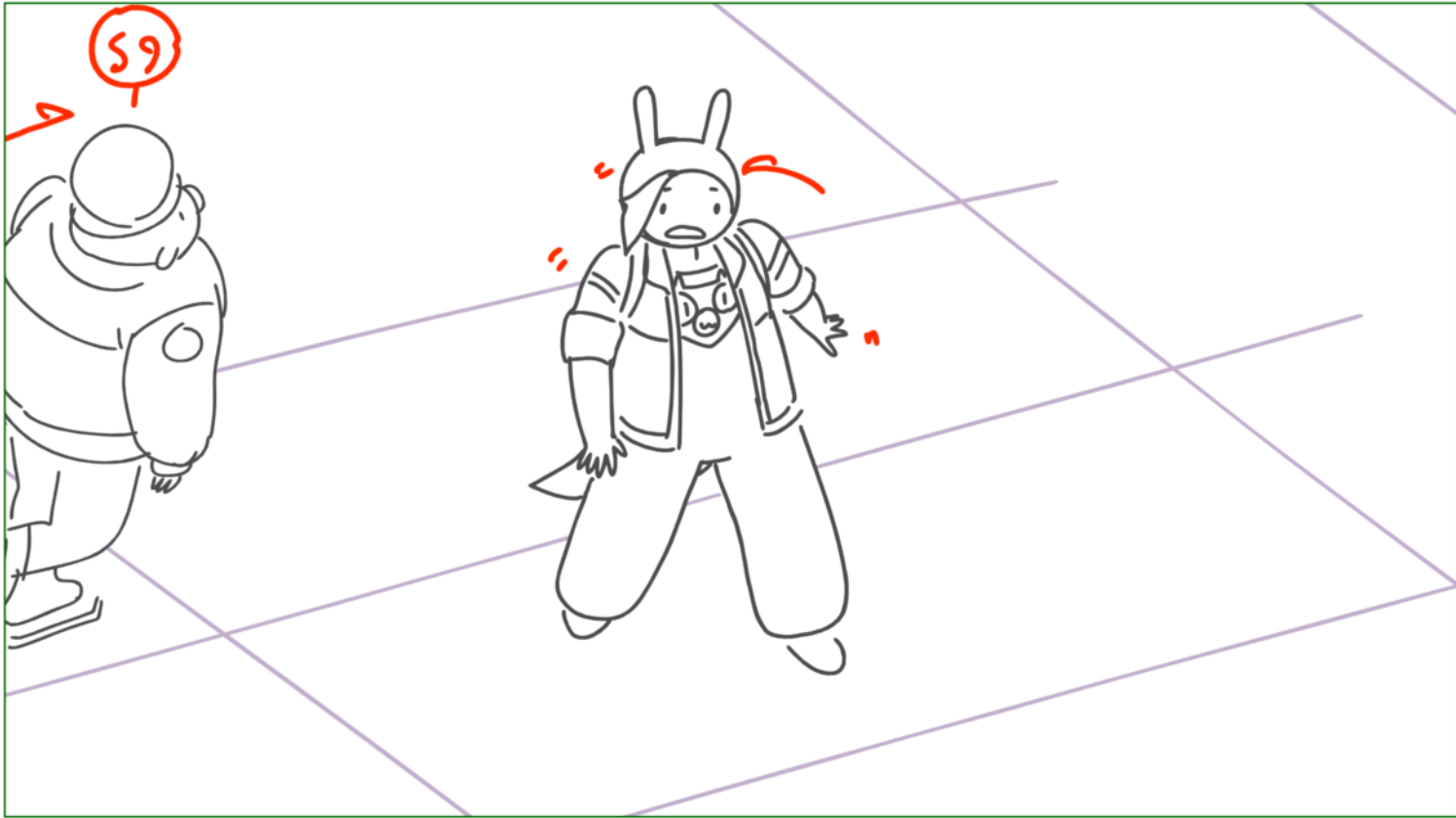


Dialog

Action Notes

CAM PAN w FIONNA walking unsteadily on the ice

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	3 / 15	00:01



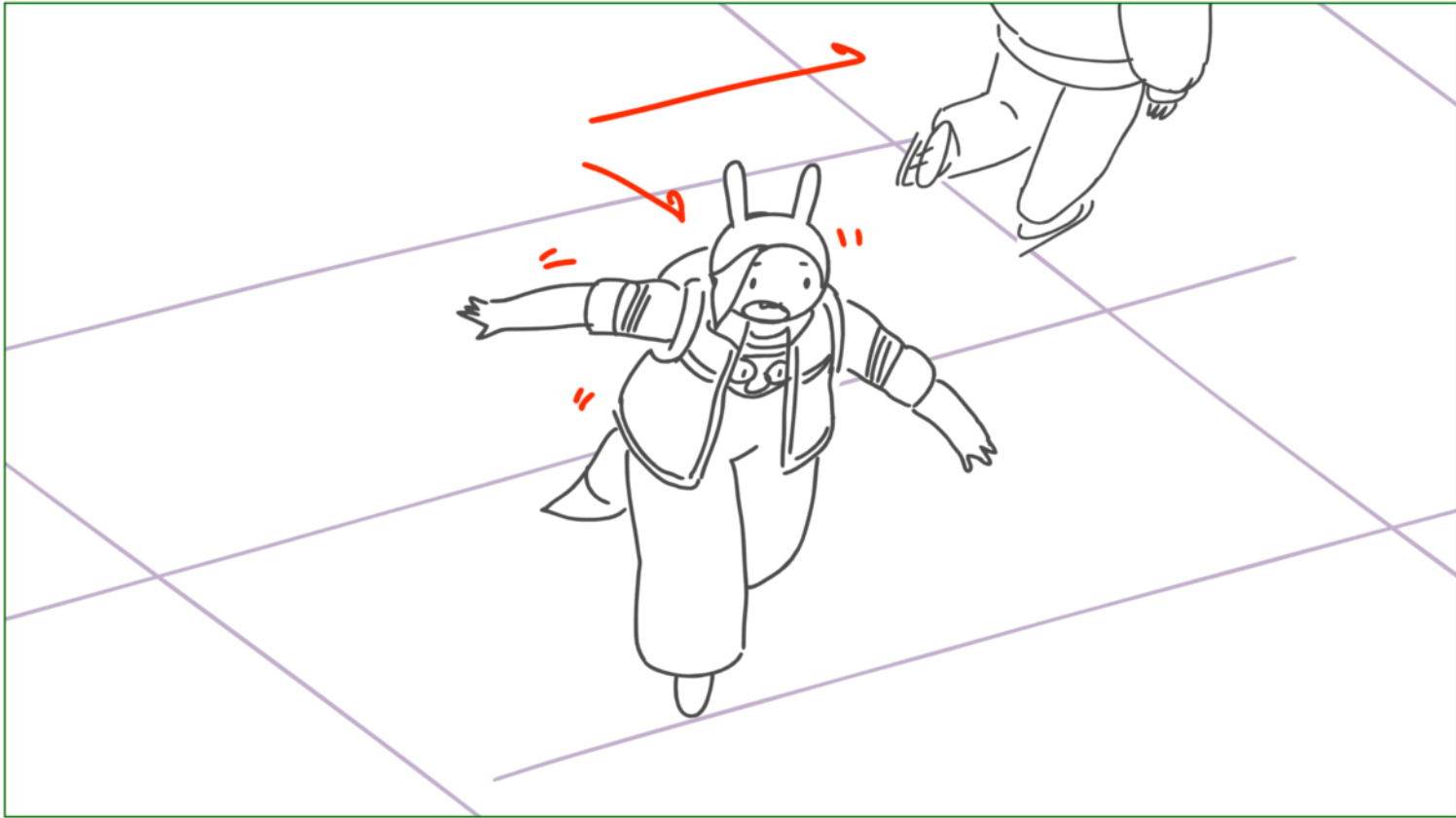
Dialog

F:  
Whoa...

Action Notes

she starts slipping and losing balance

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	4 / 15	00:01

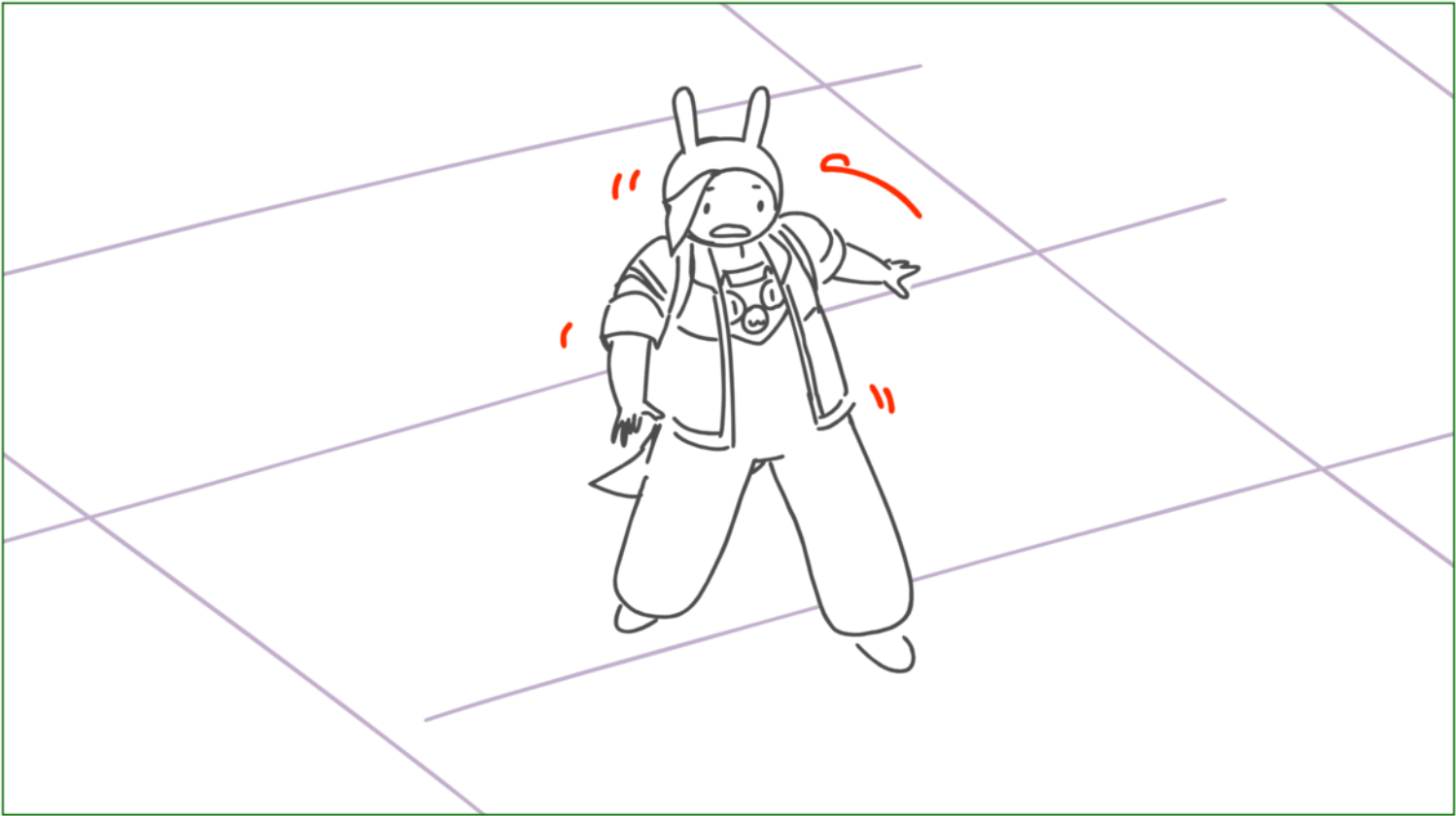


Dialog

FIONNA:  
(uncertain sounds)

Action Notes

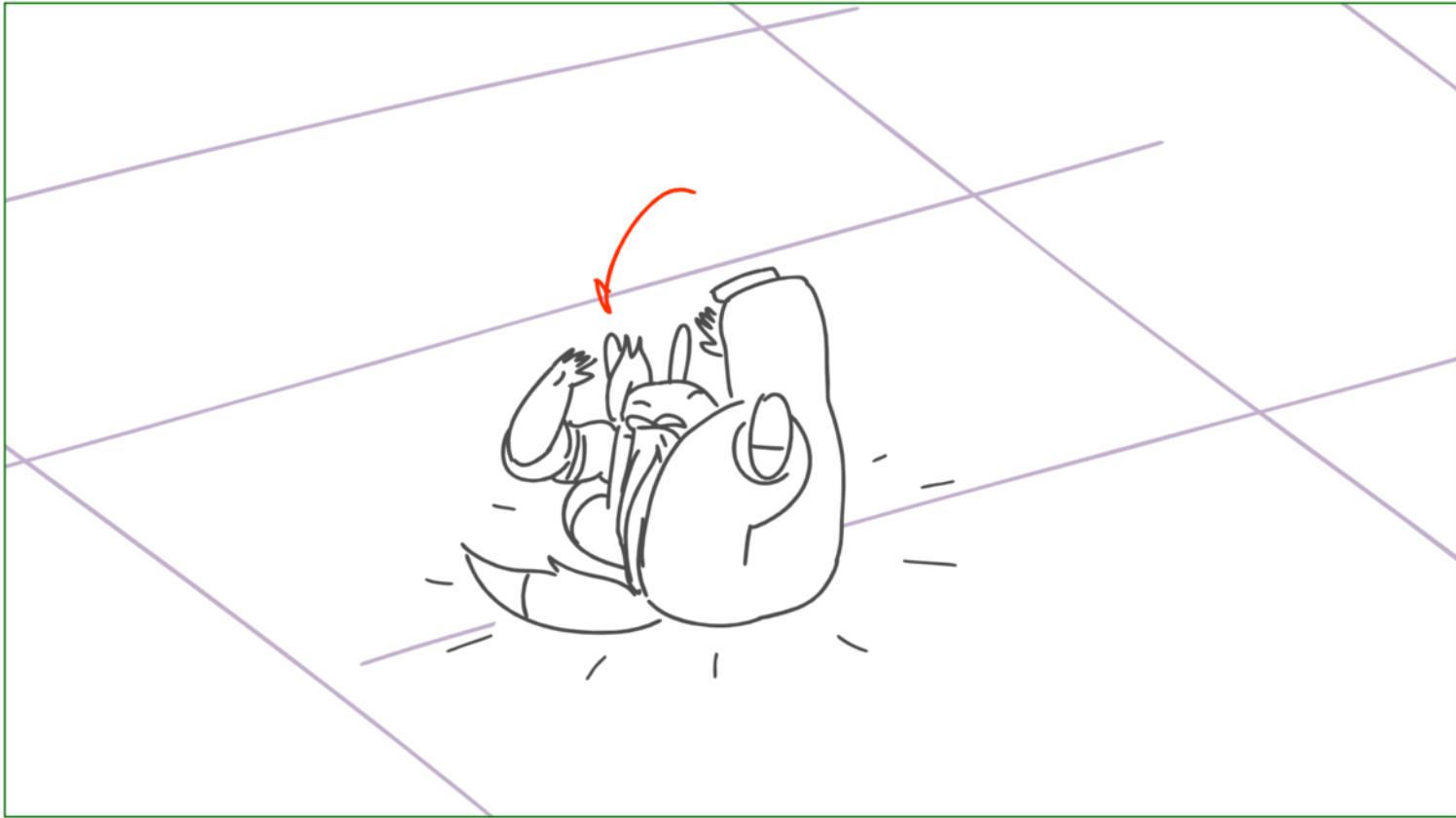
Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	5 / 15	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	6 / 15	00:01



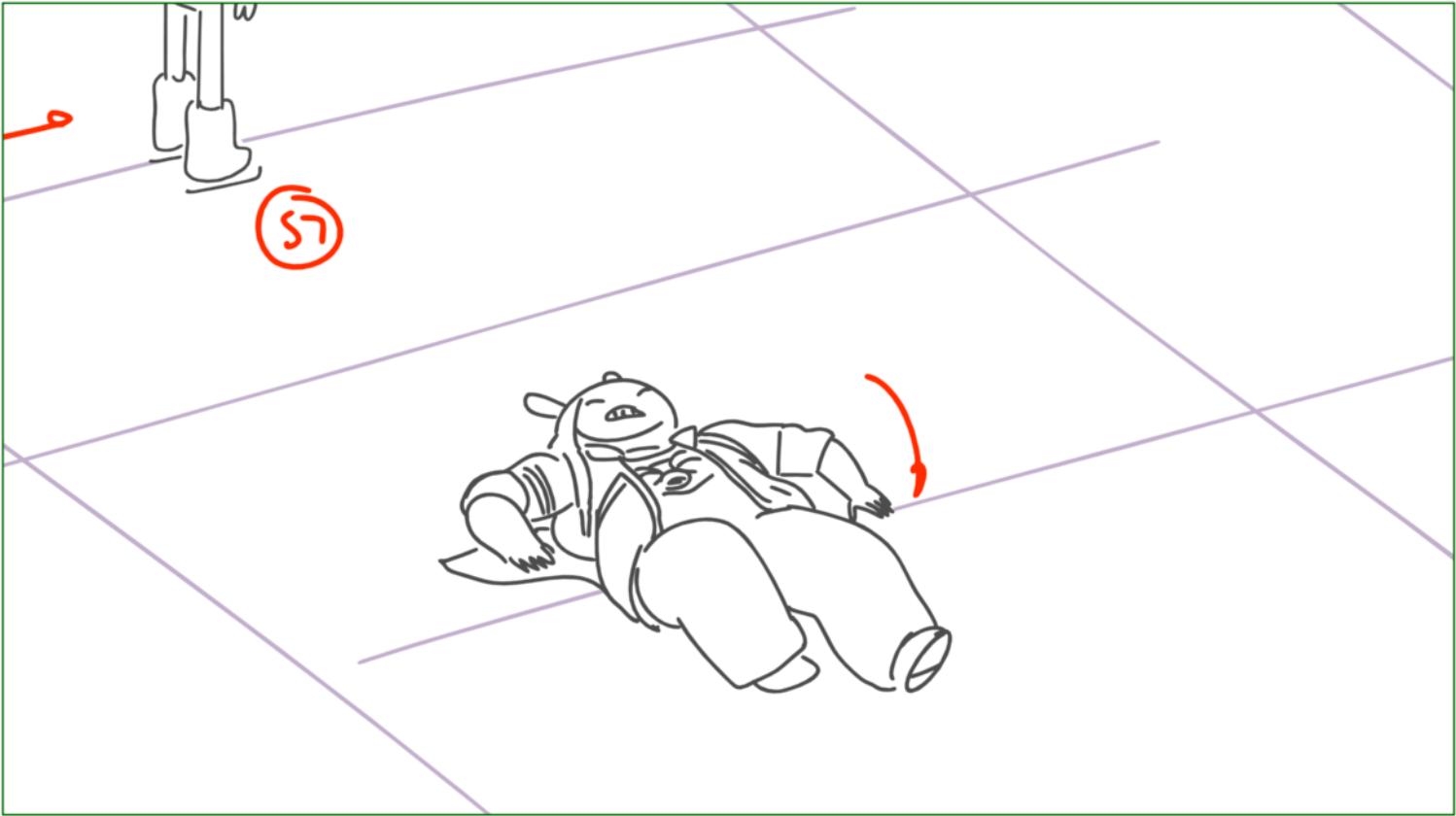
Dialog

F:  
Ugh!

Action Notes

FIONNA slips over  
CAM STOP

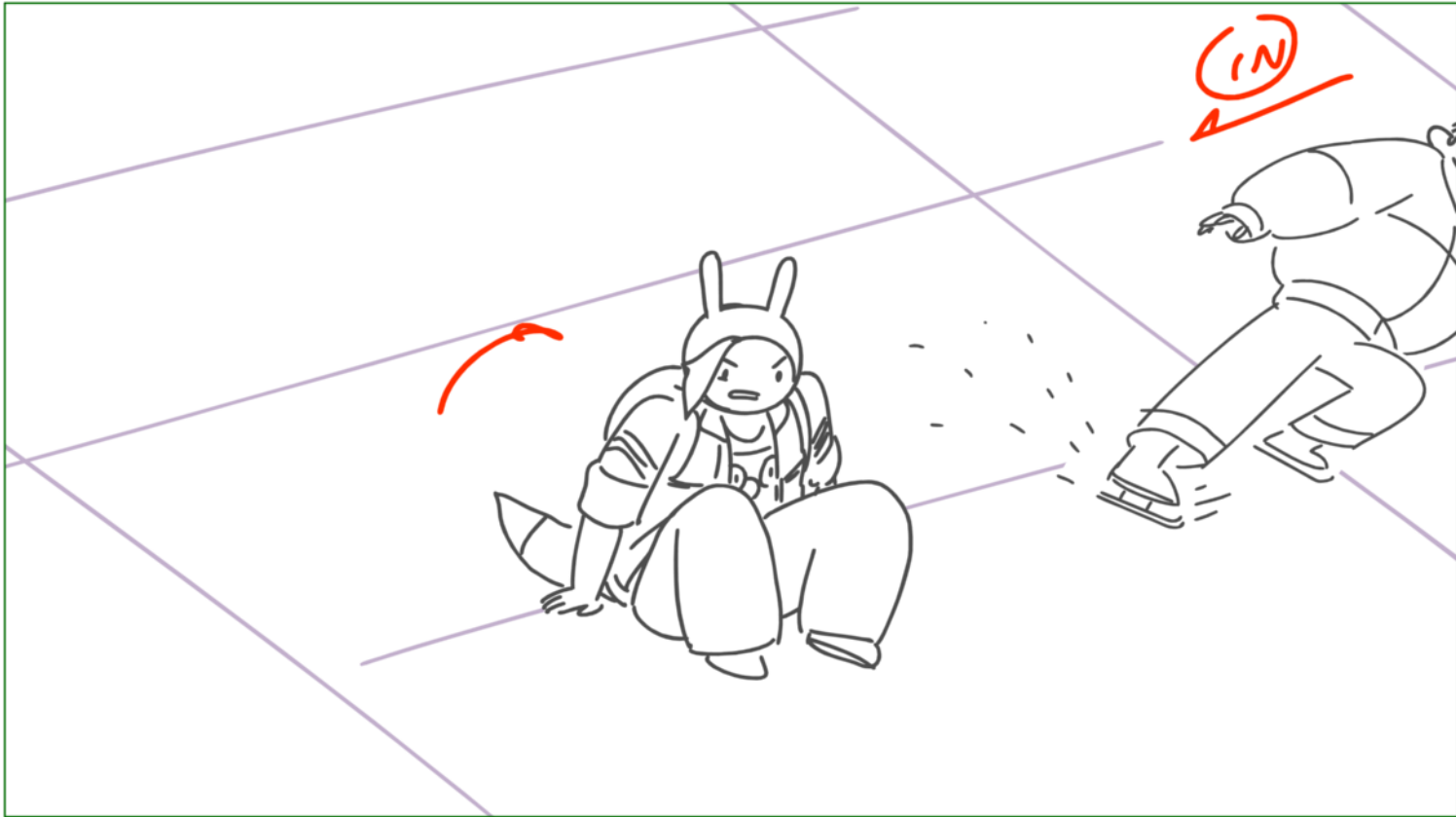
Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	7 / 15	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	8 / 15	00:01

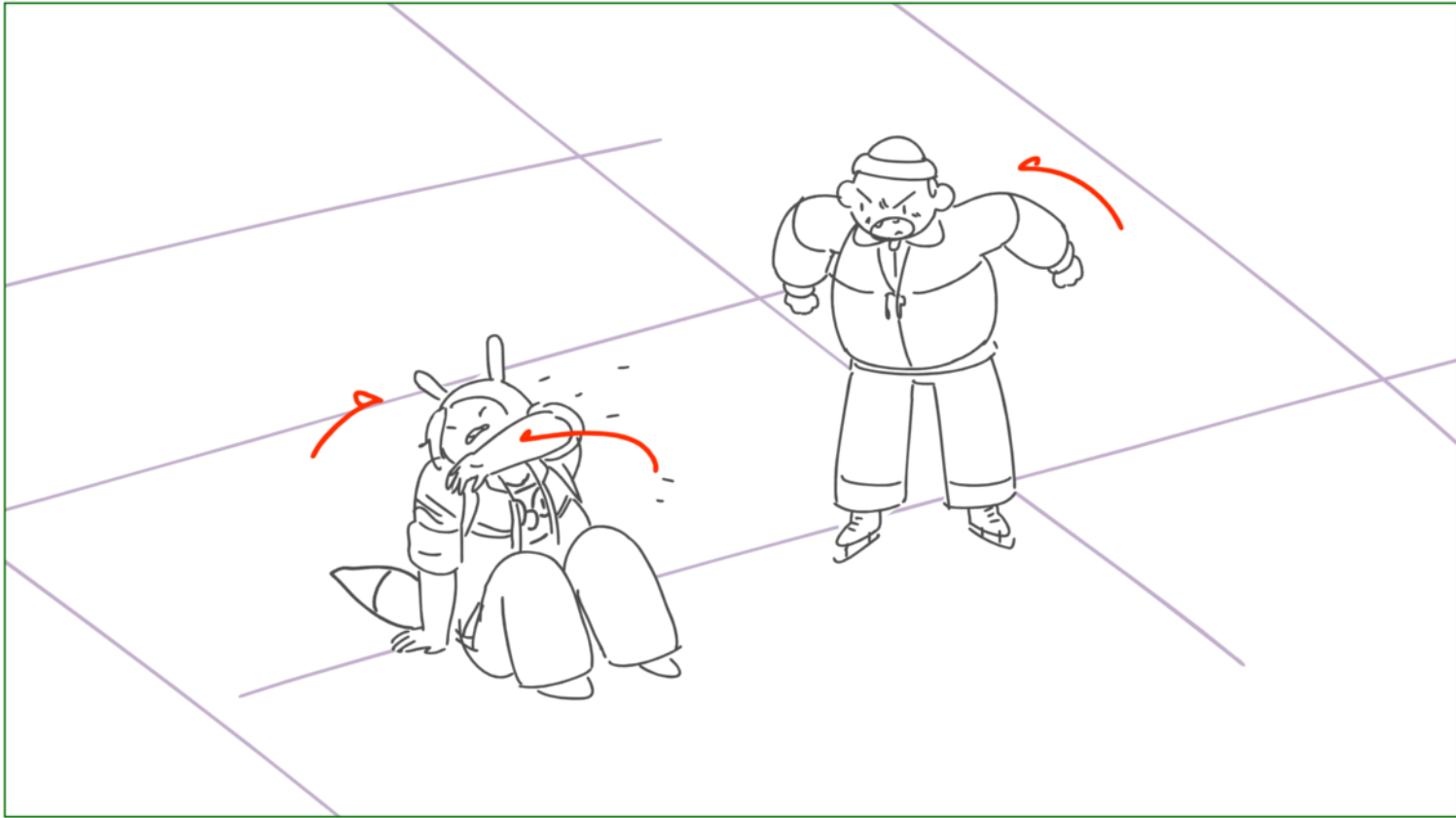


Dialog

Action Notes

RINK ATTENDANT skids in, kick ICE in FIONNA's face

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	9 / 15	00:01



Dialog

RA:  
Hey!

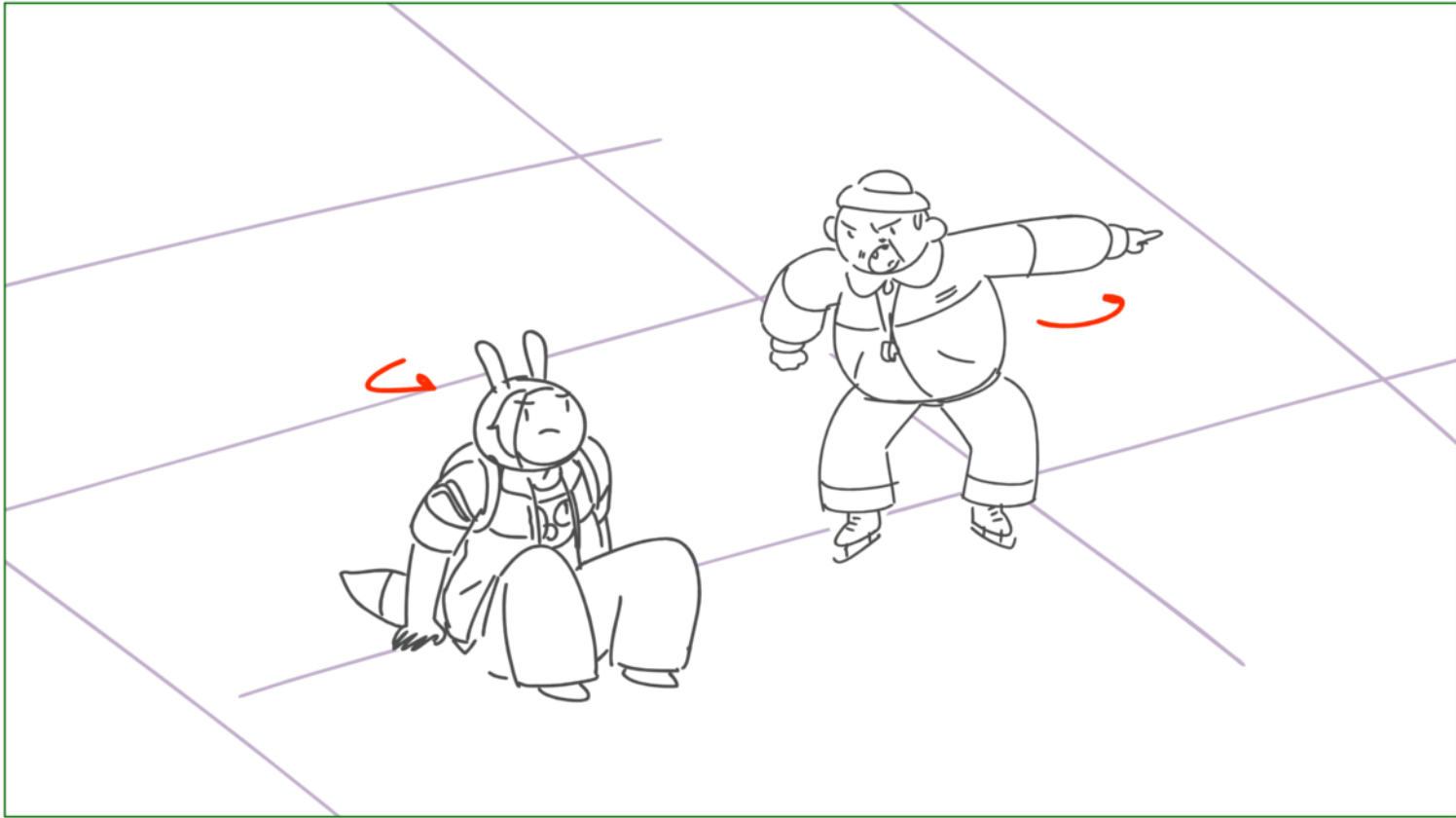
Action Notes

CAM T/OUT

FIONNA throws up her arm and closes her eyes. the attendant yells angrily at her



Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	10 / 15	00:01



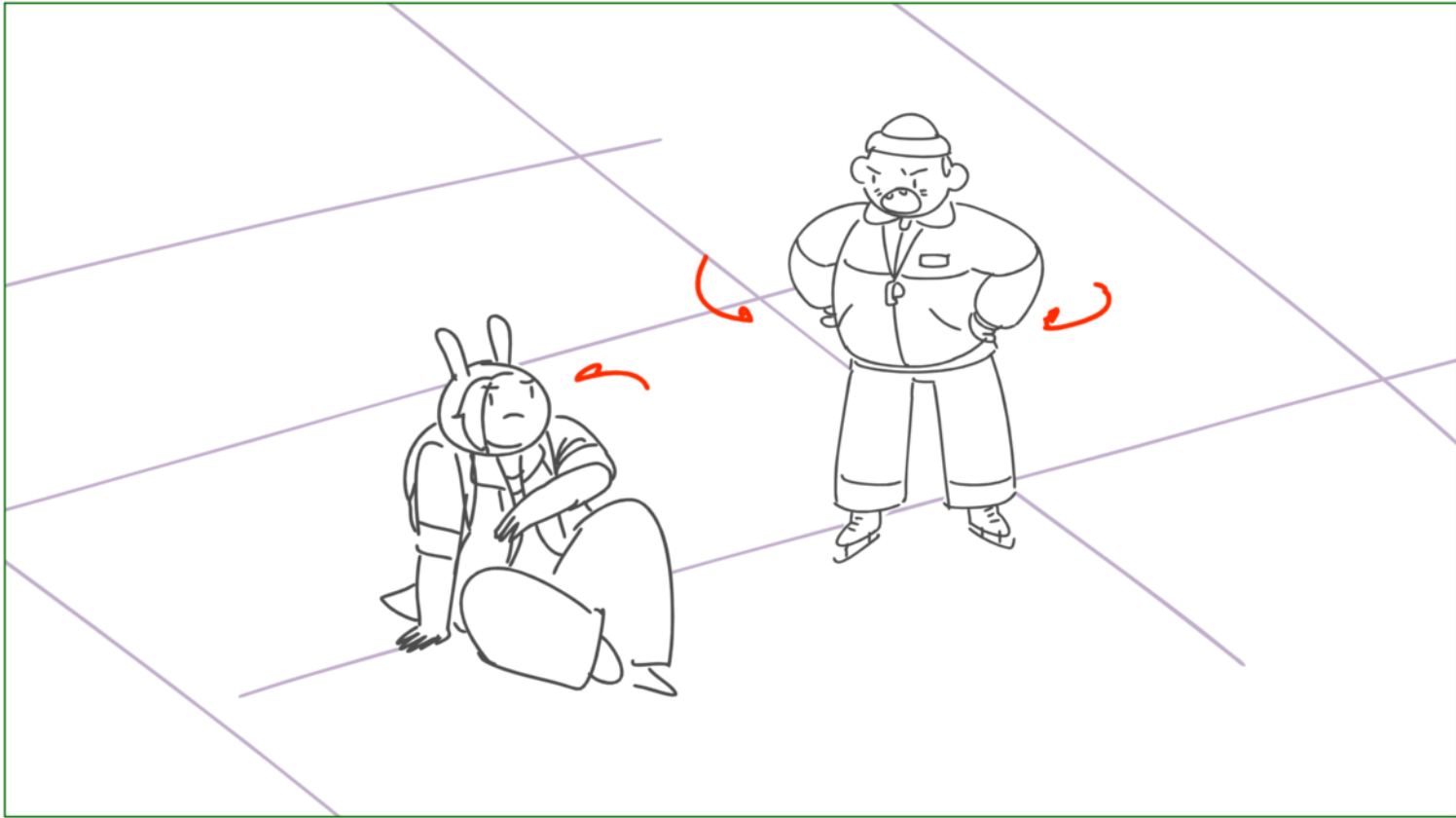
Dialog

RINK ATTENDANT;  
Get off the ice!

Action Notes

he points to the Exit O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	11 / 15	00:01

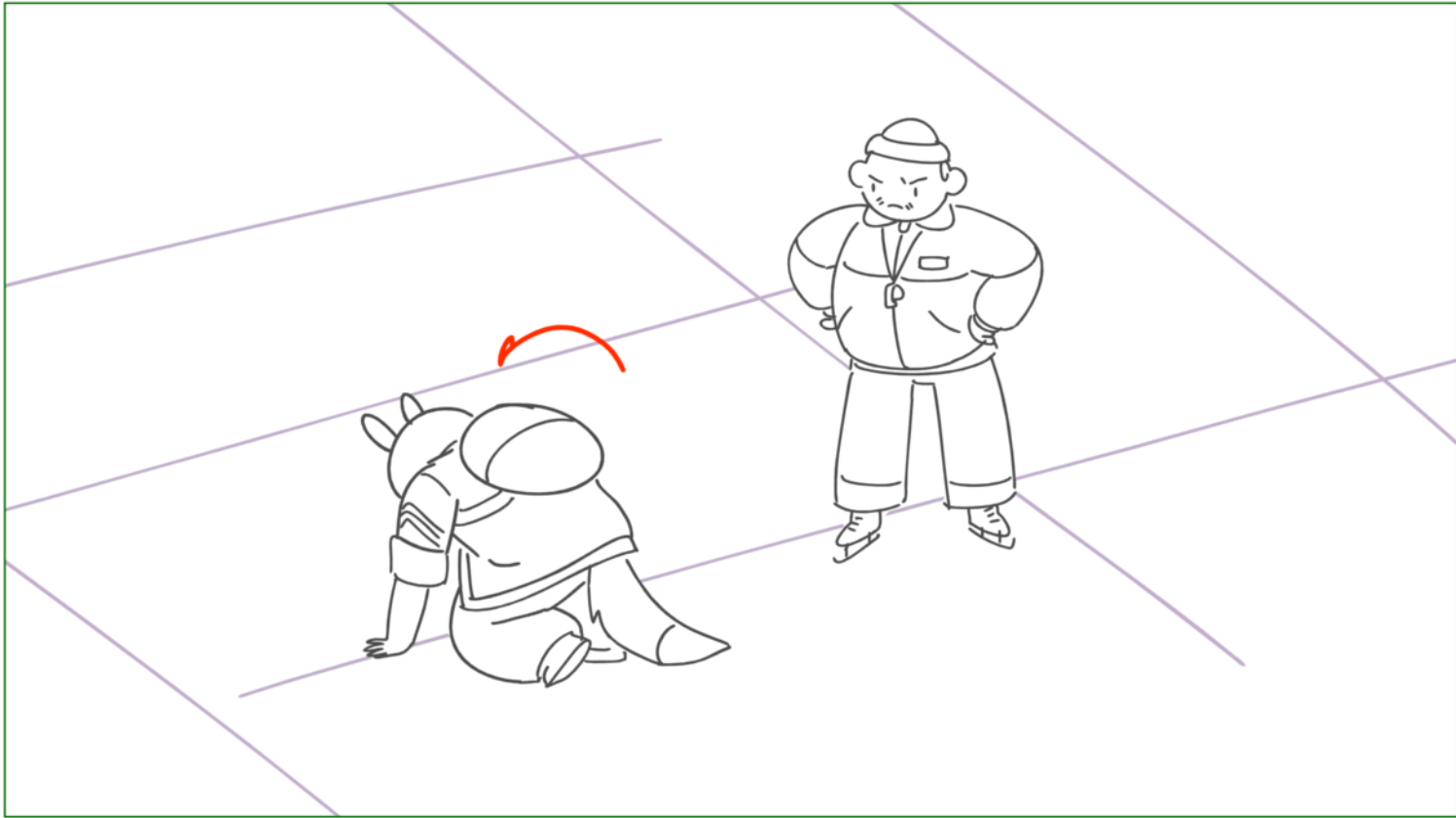


Dialog

RINK ATTENDANT:  
No skates, no entry!

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	12 / 15	00:01

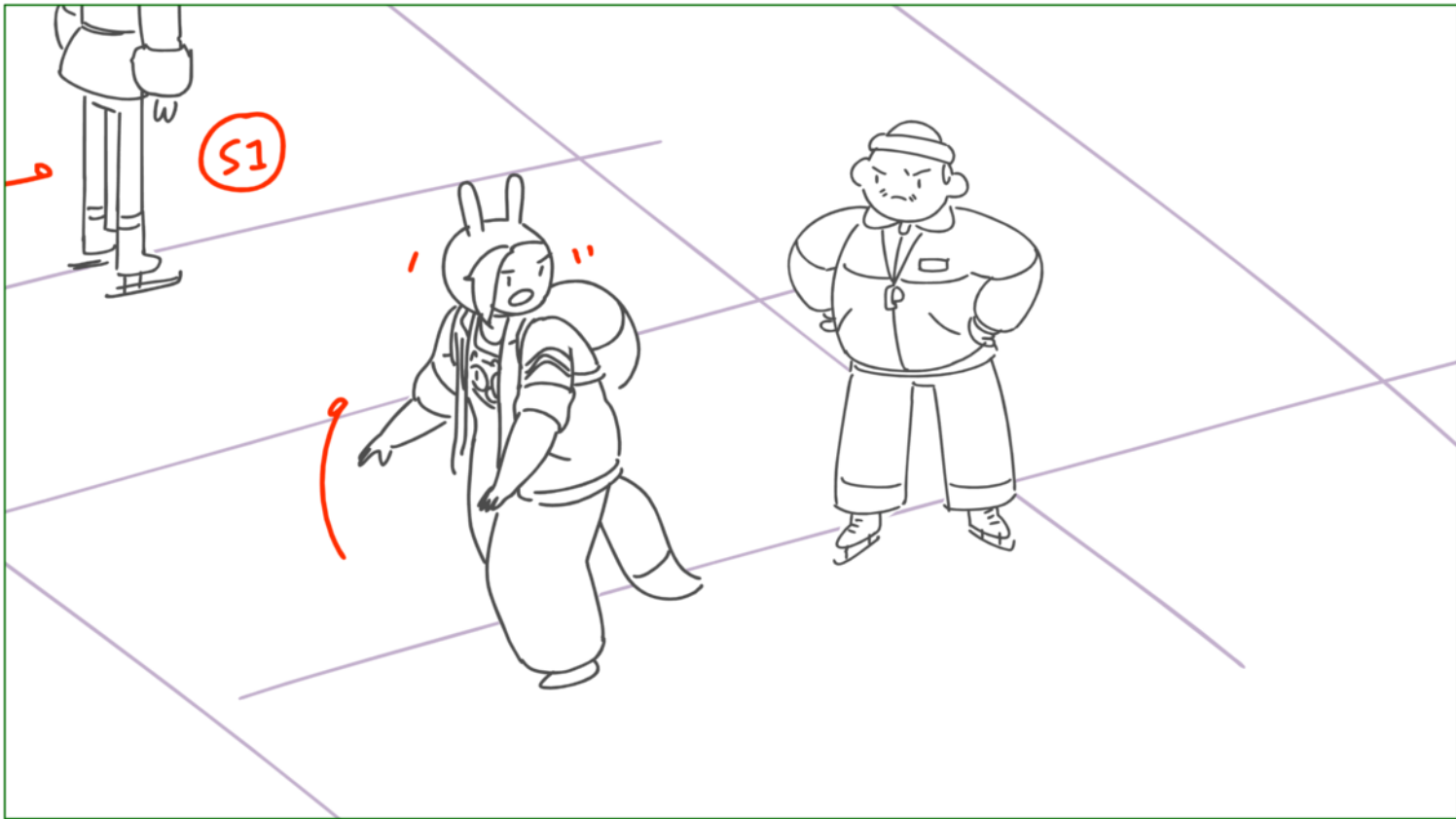


Dialog

F:  
Yeah, yeah...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	13 / 15	00:01

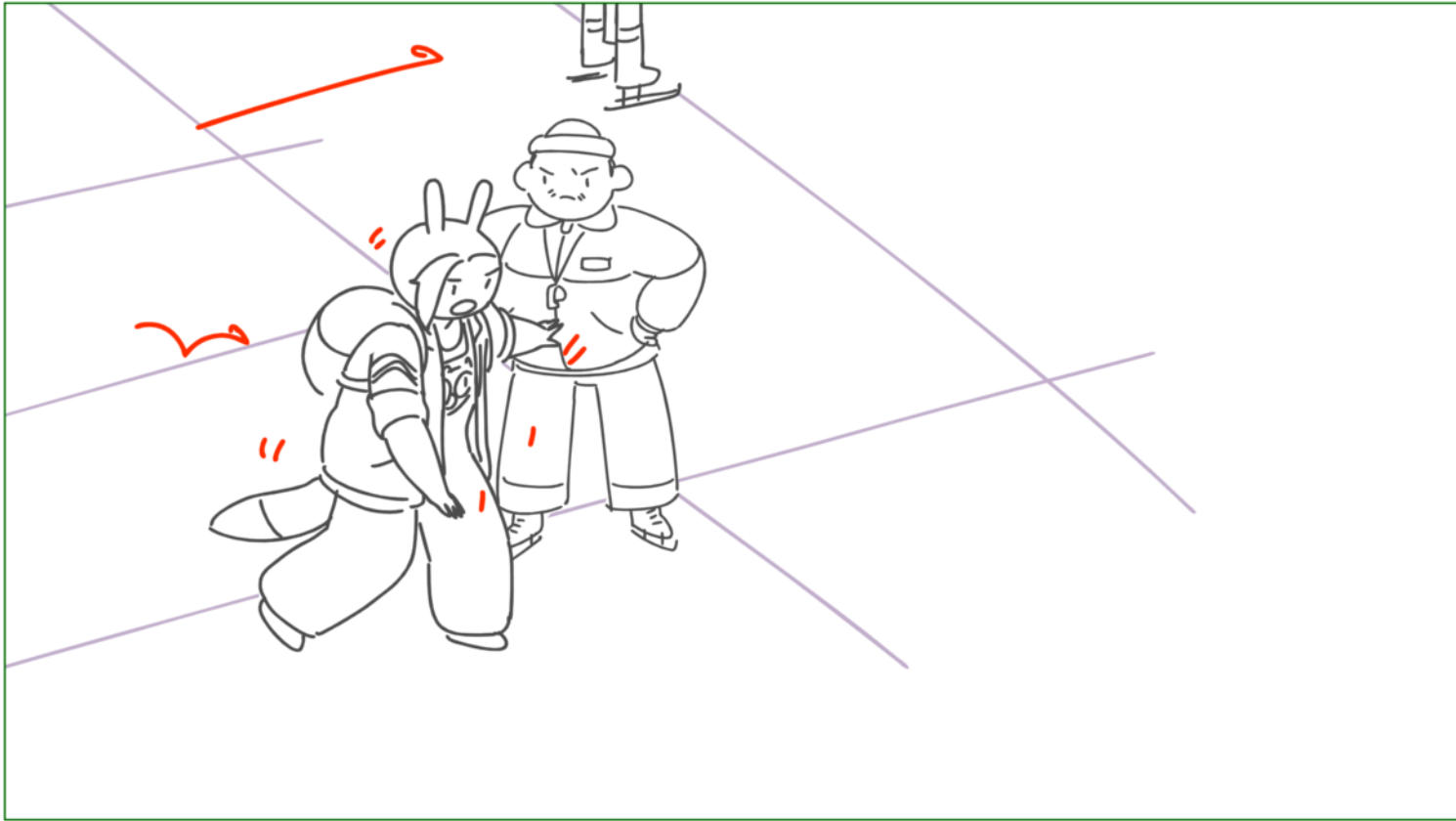


Dialog

F:  
I'm going...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	14 / 15	00:01



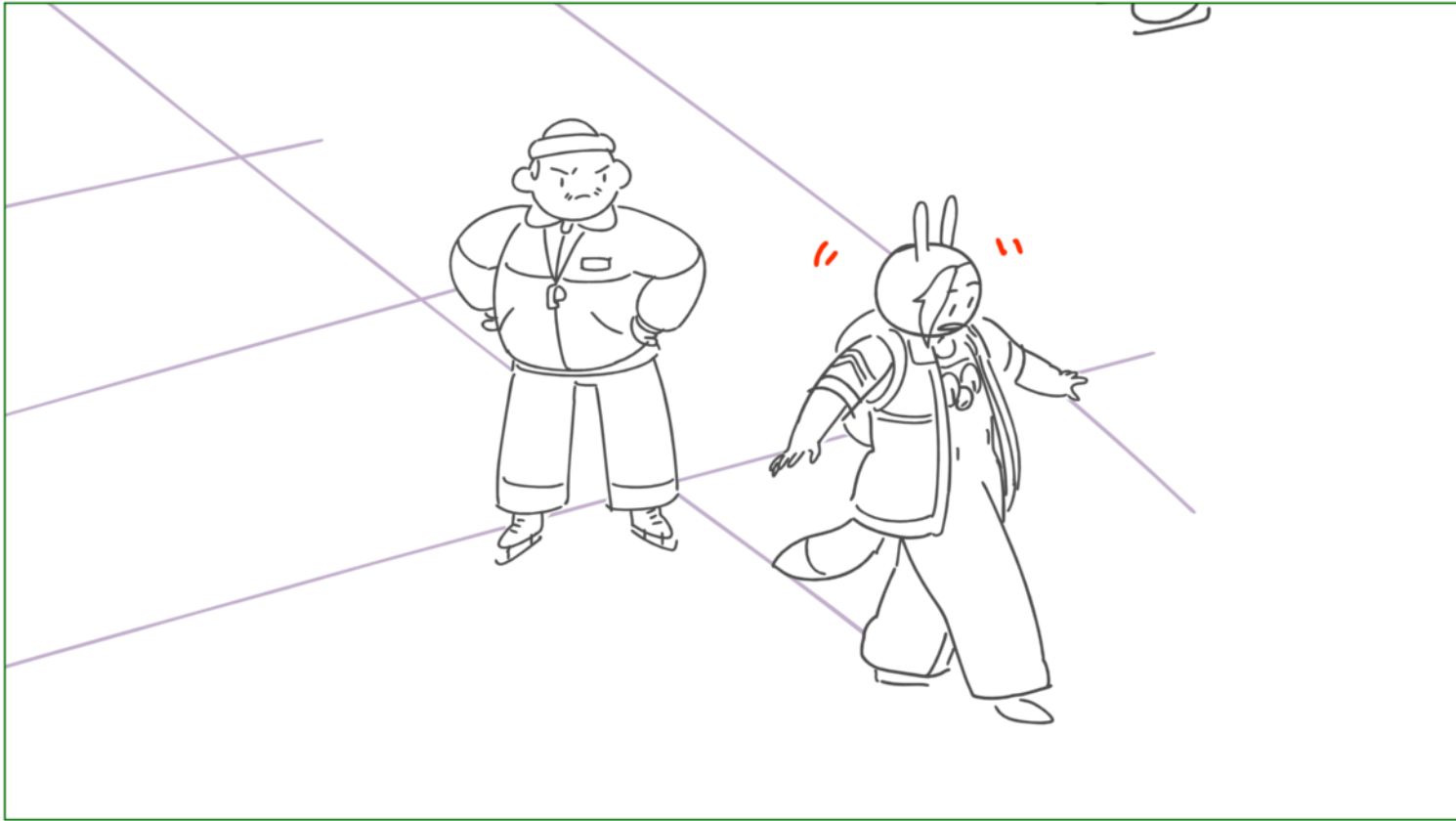
Dialog

F:  
I'm going...

Action Notes

CAM ADJ with FIONNA walking unsteadily/carefully on the ice

Scene	Feet : Frames	Panel / Total	Feet : Frames
14	00:15	15 / 15	00:01

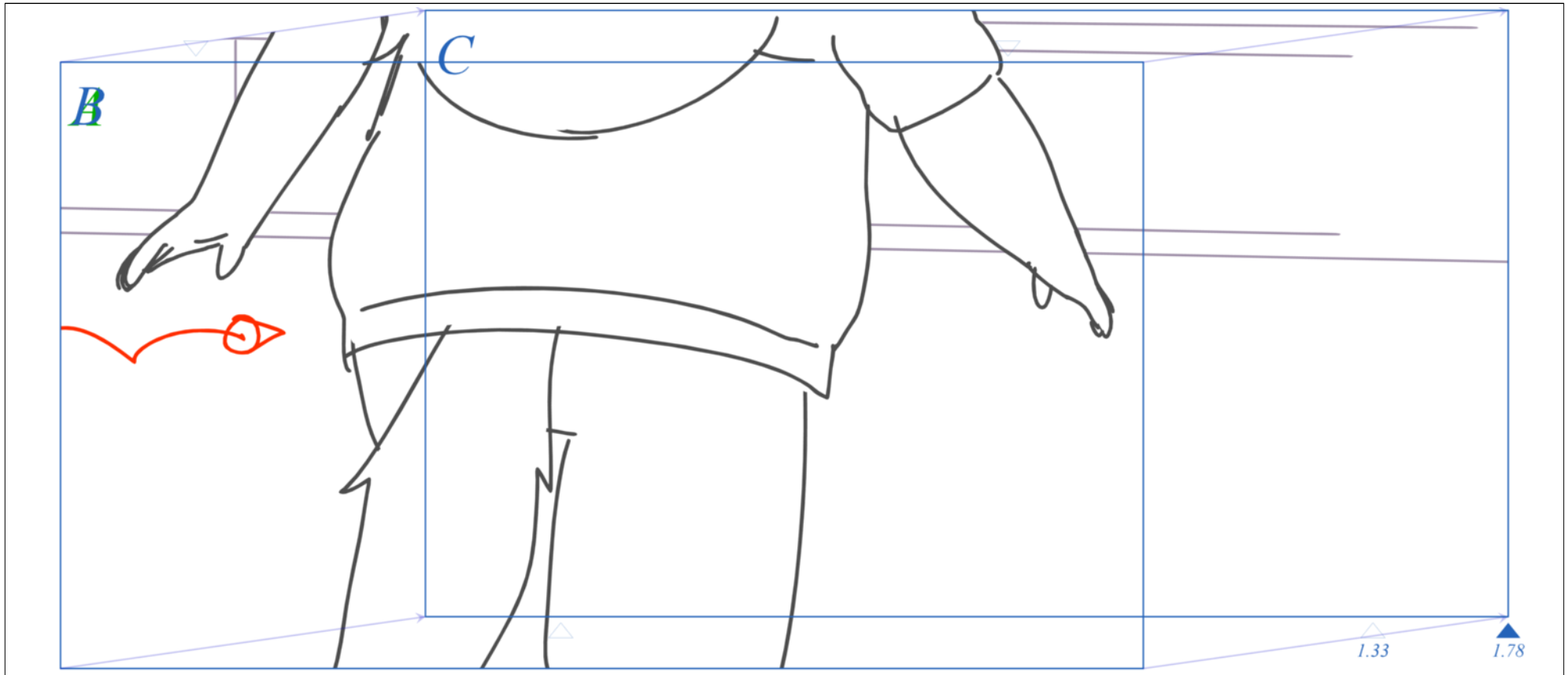


Dialog

F:  
(uncertain sounds)

Action Notes

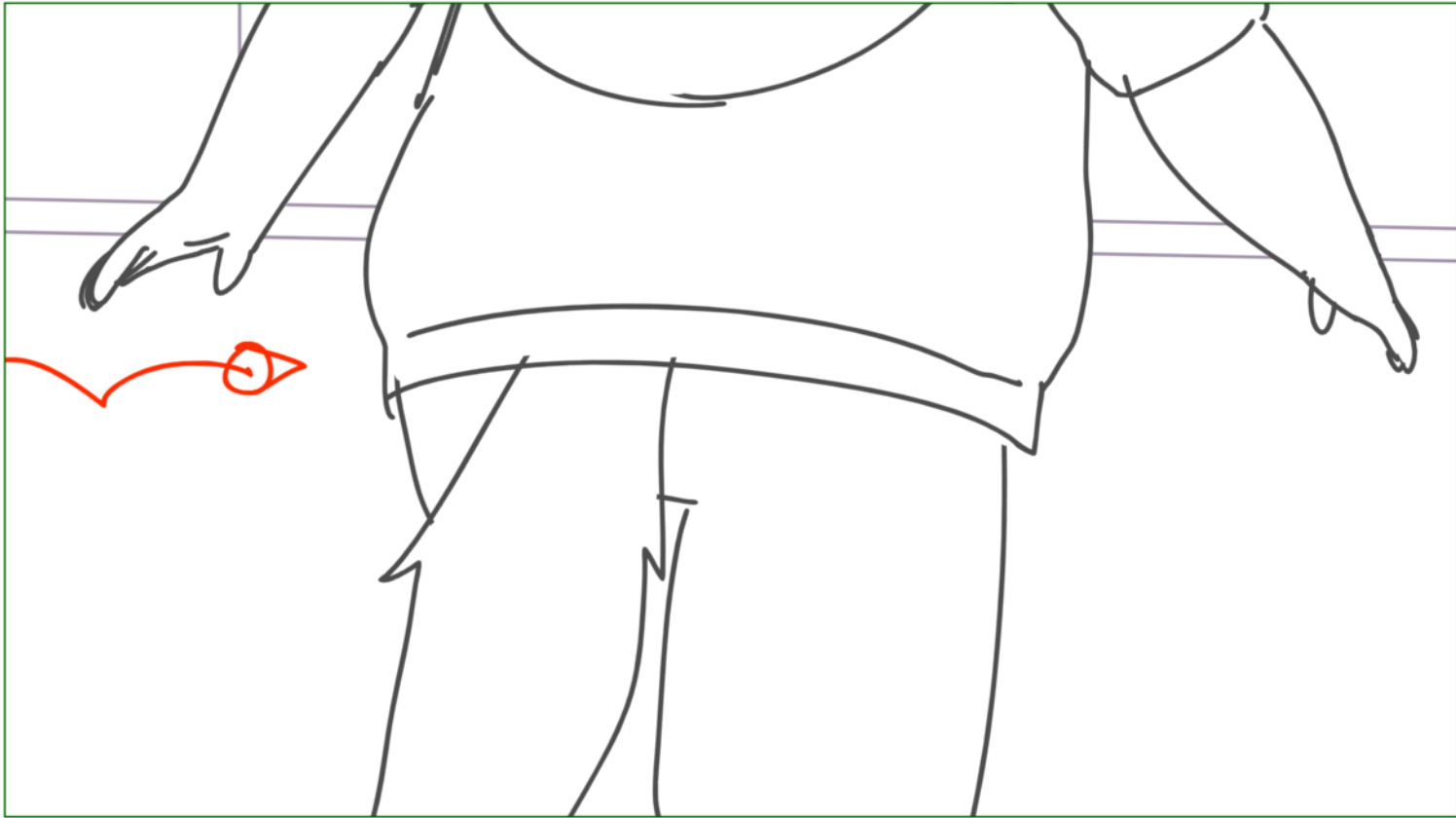
Scene Layout	Feet : Frames
15	00:07



Dialog
--------

Action Notes FIONNA walking toward EXIT
--

Scene	Feet : Frames	Panel / Total	Feet : Frames
15	00:07	1 / 7	00:01



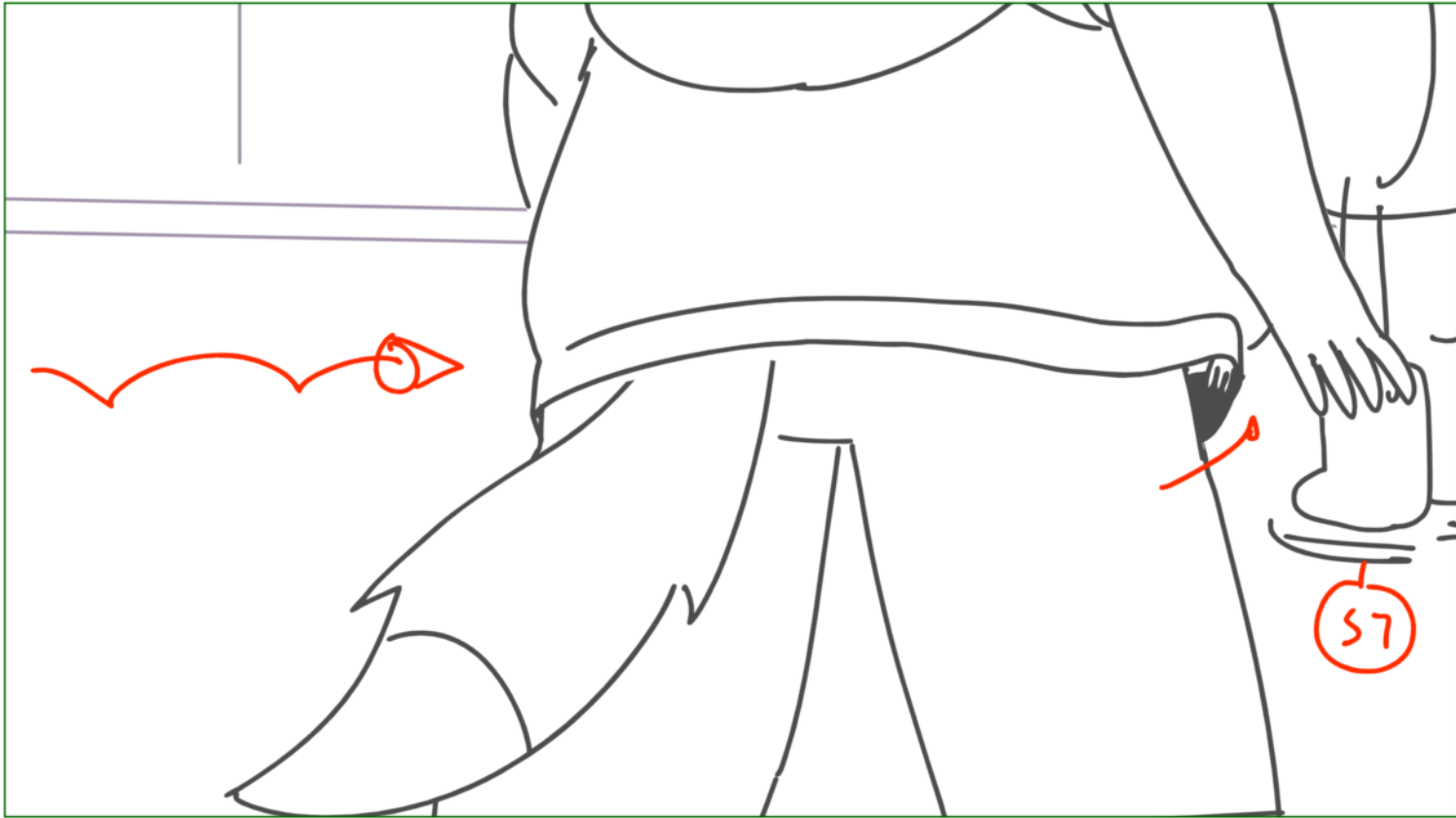
Dialog

Action Notes

FIONNA walking toward EXIT



Scene	Feet : Frames	Panel / Total	Feet : Frames
15	00:07	2 / 7	00:01

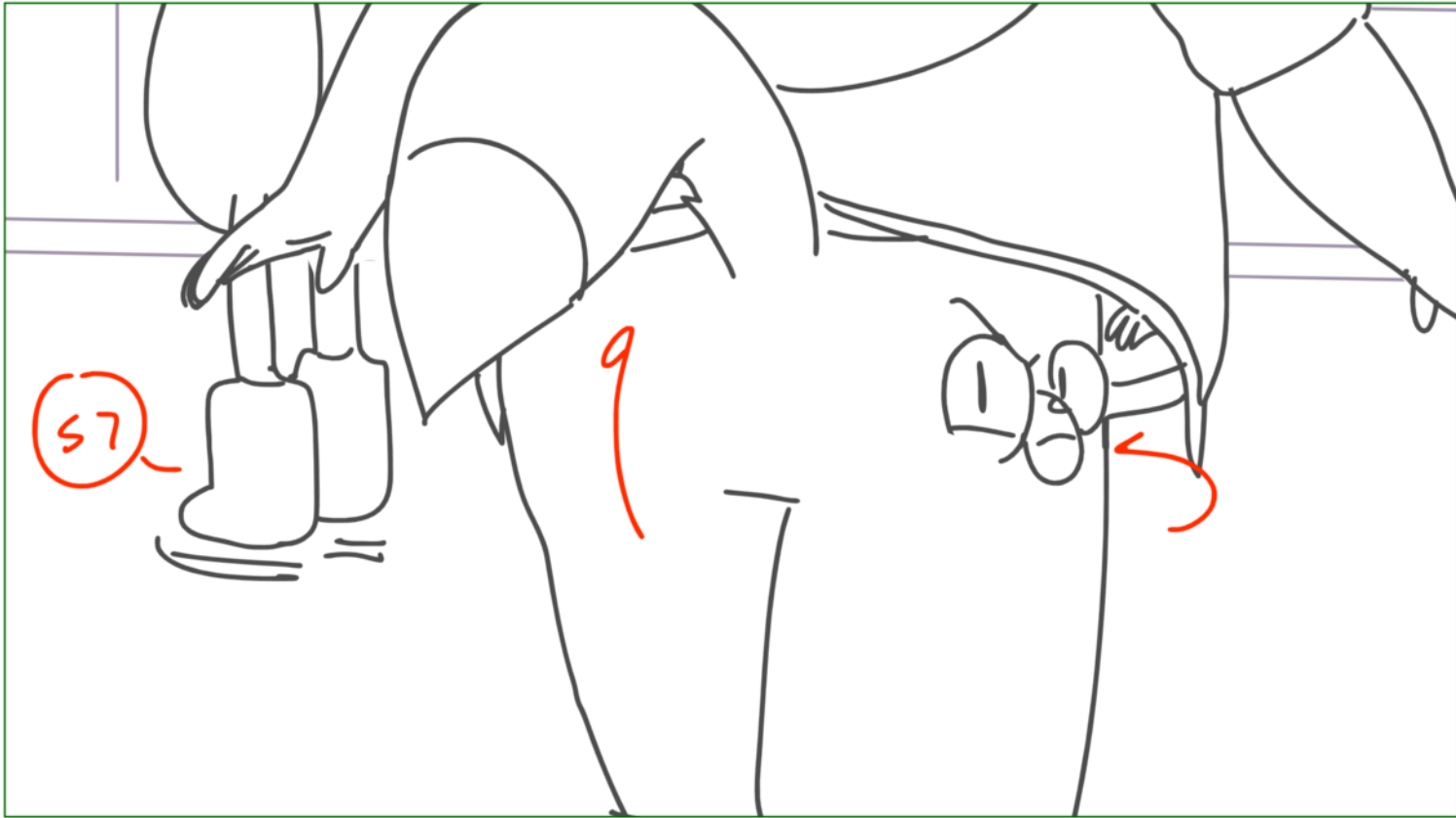


Dialog

Action Notes

CAKE's hand lifts the edge of FIONNA's jacket

Scene	Feet : Frames	Panel / Total	Feet : Frames
15	00:07	3 / 7	00:01

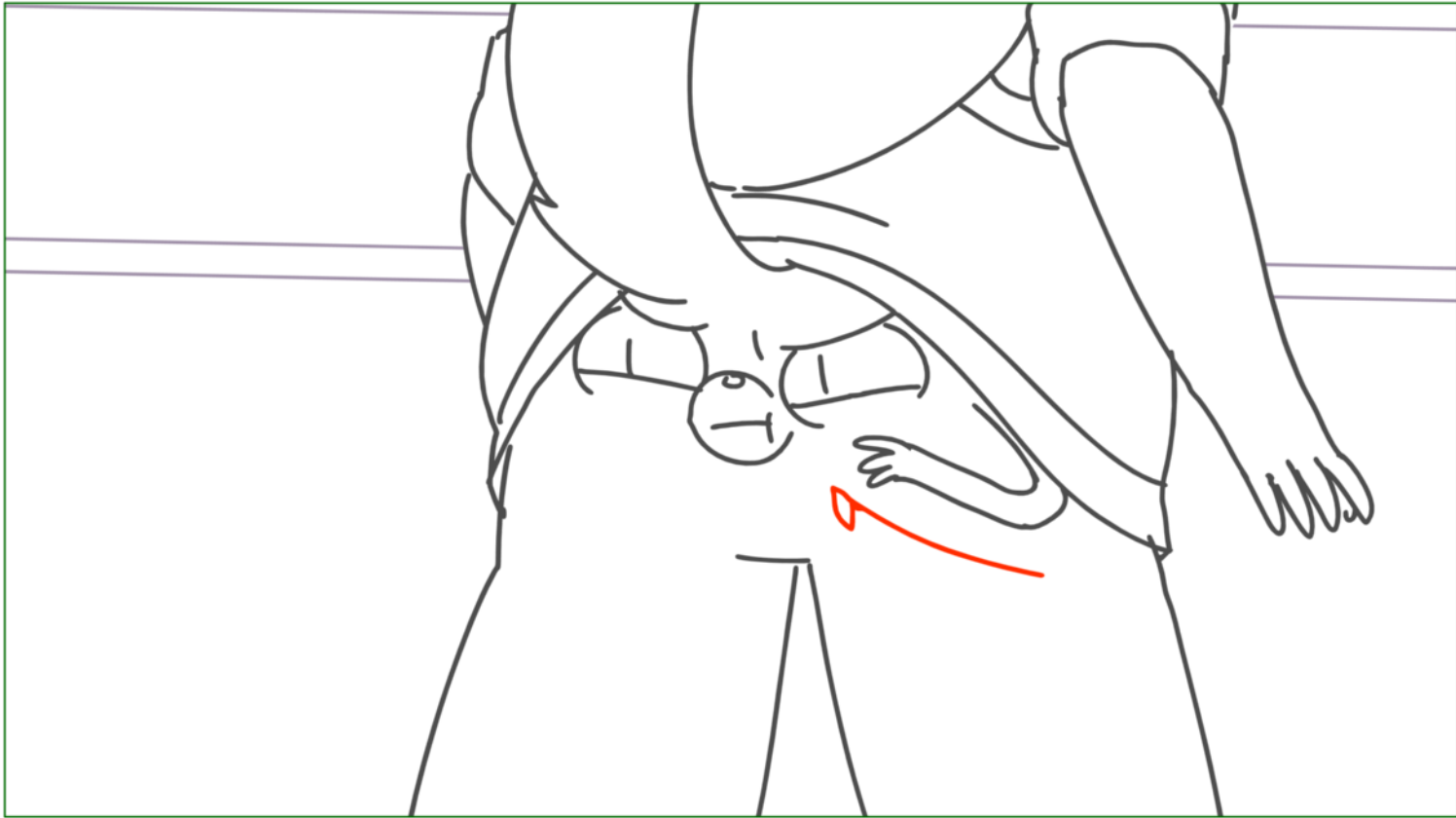


Dialog

Action Notes

The tail on FIONNA's ski pants lifts

Scene	Feet : Frames	Panel / Total	Feet : Frames
15	00:07	4 / 7	00:01

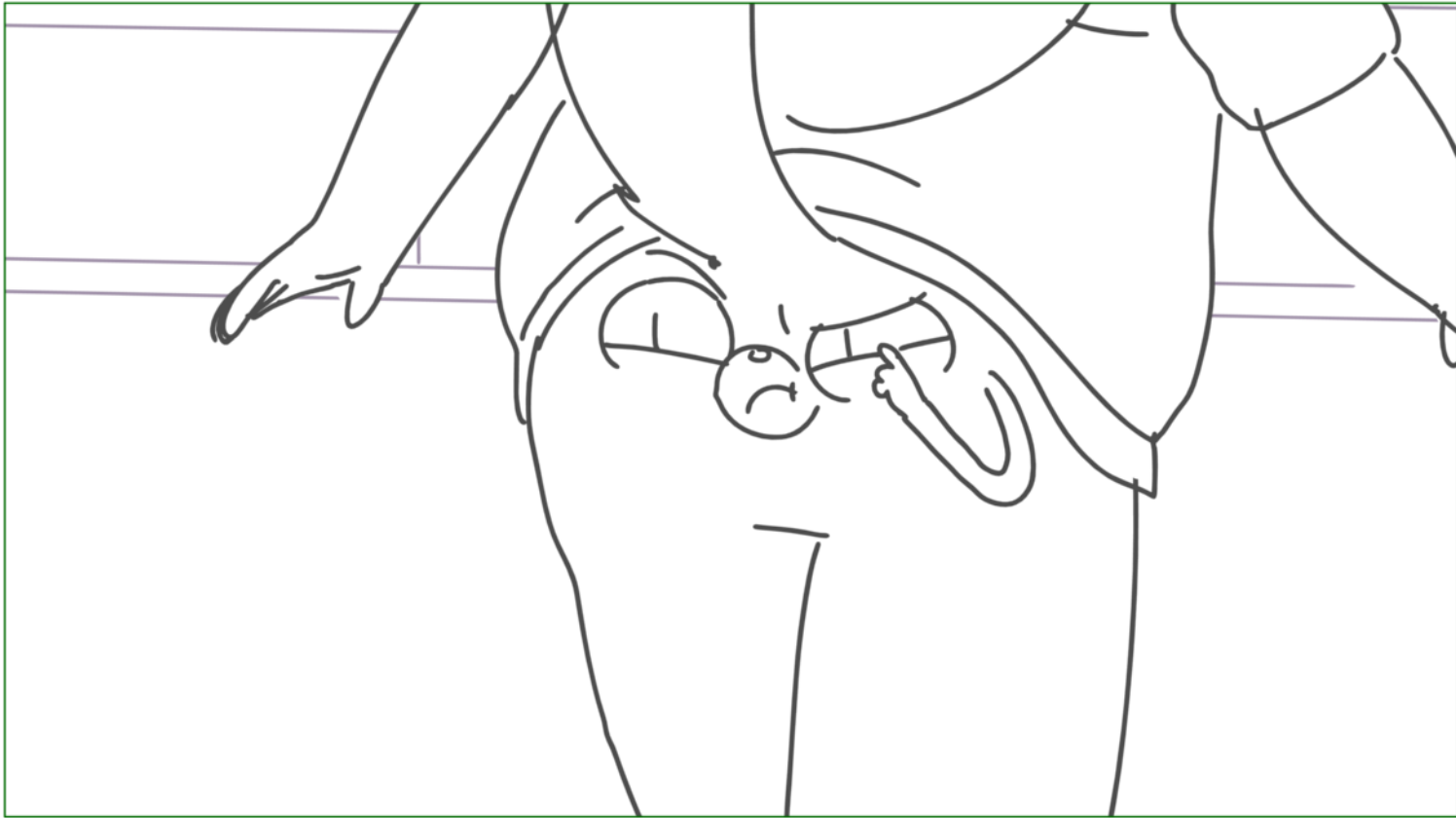


Dialog

Action Notes

CAKES face rotates around fionna to her but

Scene	Feet : Frames	Panel / Total	Feet : Frames
15	00:07	5 / 7	00:01

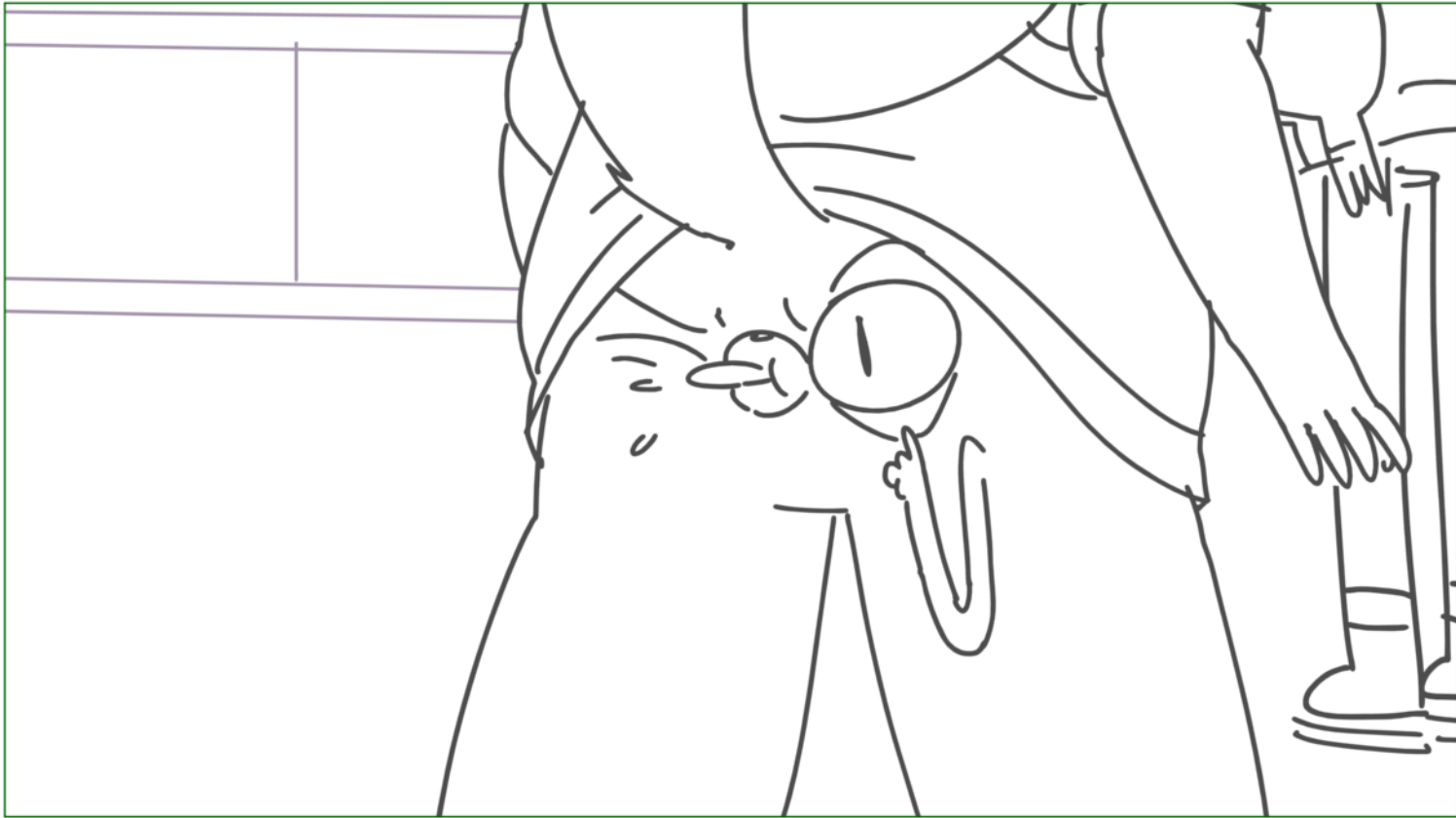


Dialog

Action Notes

CAKE puts a finher to her eyelid

Scene	Feet : Frames	Panel / Total	Feet : Frames
15	00:07	6 / 7	00:01



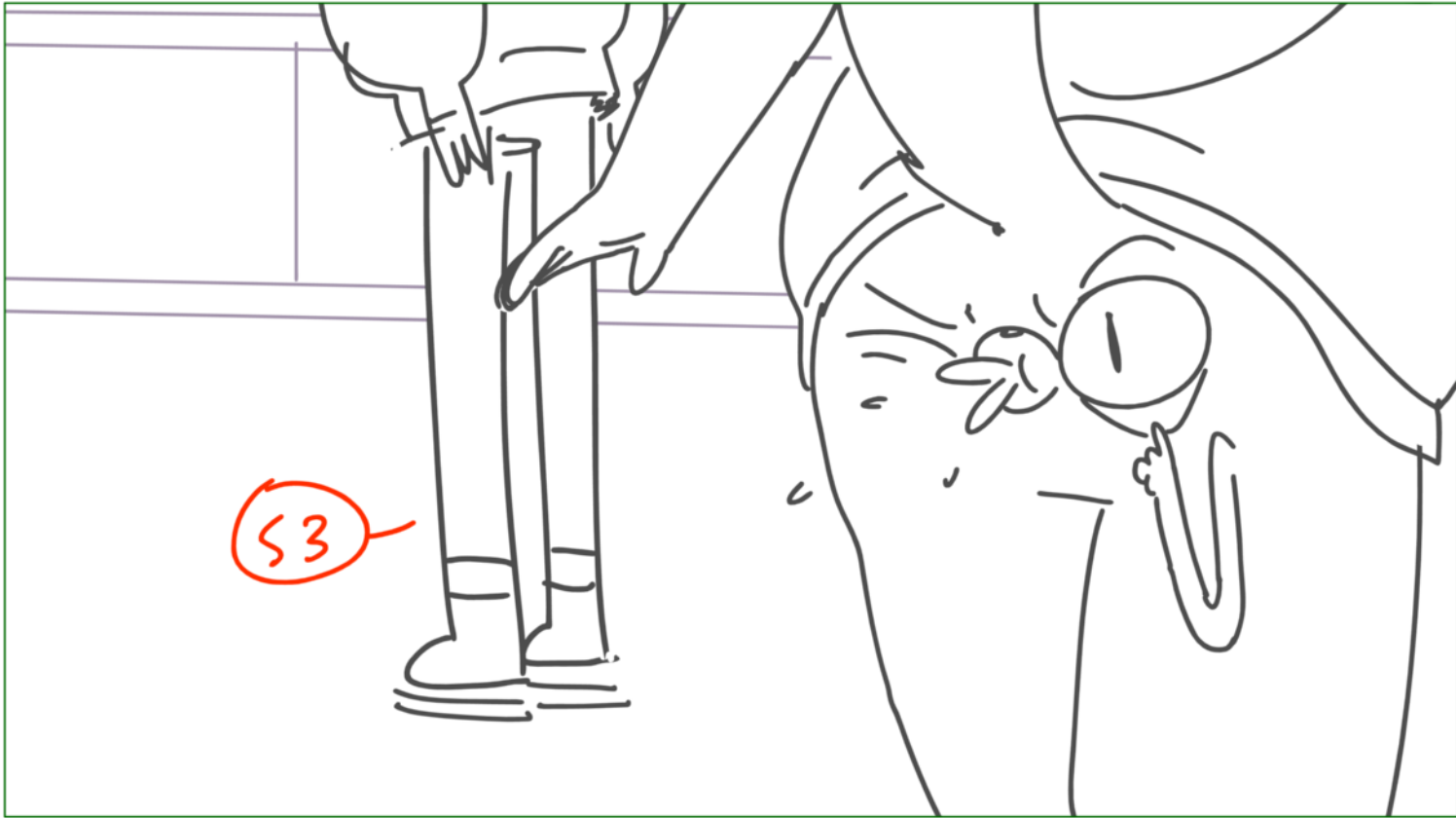
Dialog

C:  
(blows raspberry)

Action Notes

CAM STOP  
CAKE blows a raspberry and pulls her lower eyelid down

Scene	Feet : Frames	Panel / Total	Feet : Frames
15	00:07	7 / 7	00:01



Dialog

C:  
(blows raspberry)

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
16	00:02	1 / 2	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
16	00:02	2 / 2	00:01



Dialog

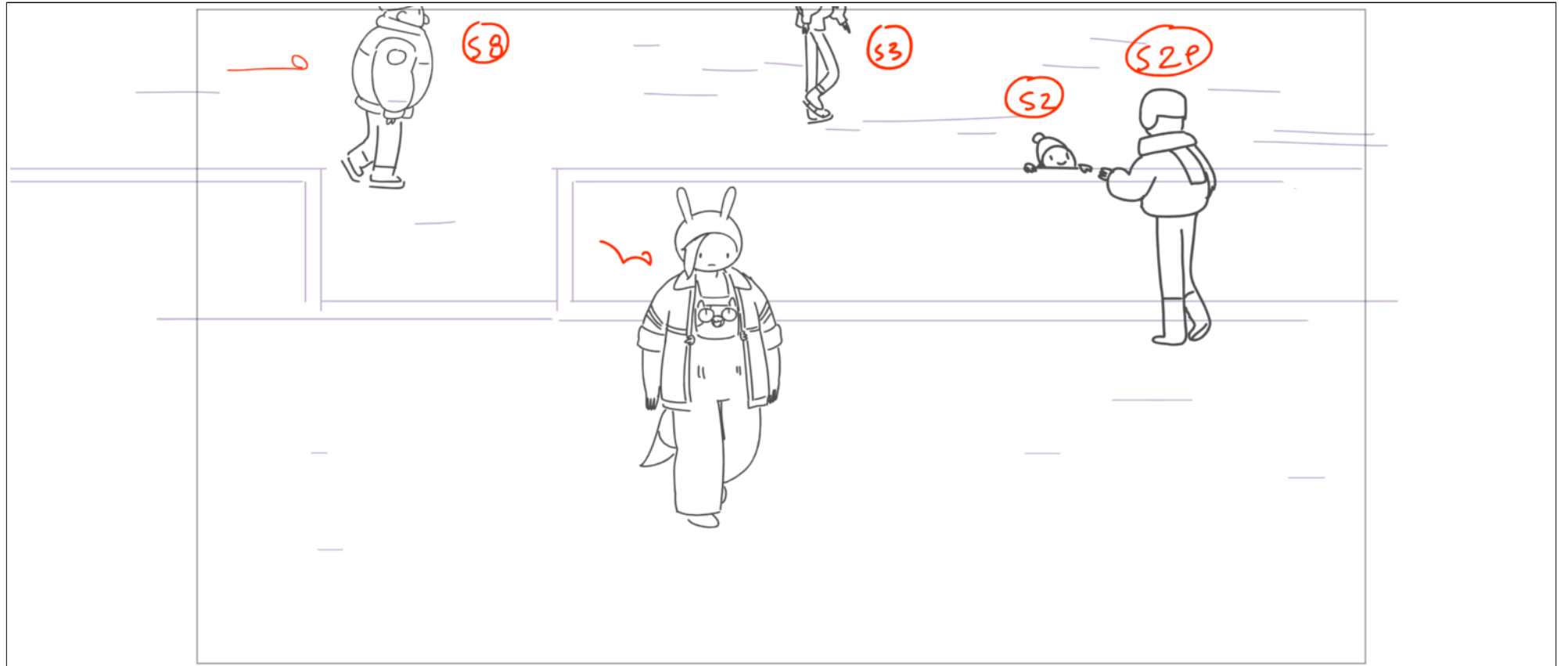
RINK ATTENDANT:  
(querying gasp)

Action Notes

RINK ATTENDANT is startled



Scene	Feet : Frames	Panel / Total	Feet : Frames
17	00:06	1 / 6	00:01



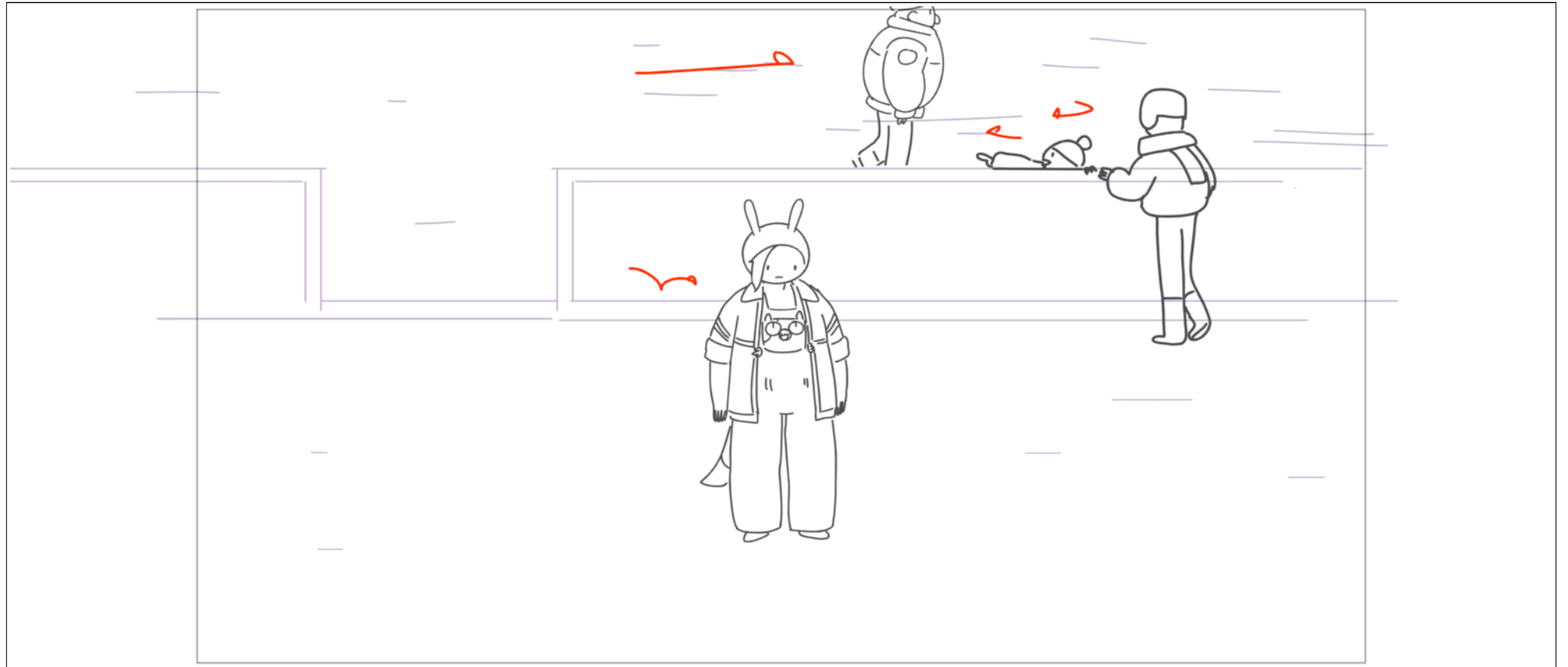
Dialog

C:  
This place is gonna be magic any second now, i can feel it!

Action Notes

FIONNA walks to a stop on the ground off the Ice Ri nk

Scene	Feet : Frames	Panel / Total	Feet : Frames
17	00:06	2 / 6	00:01



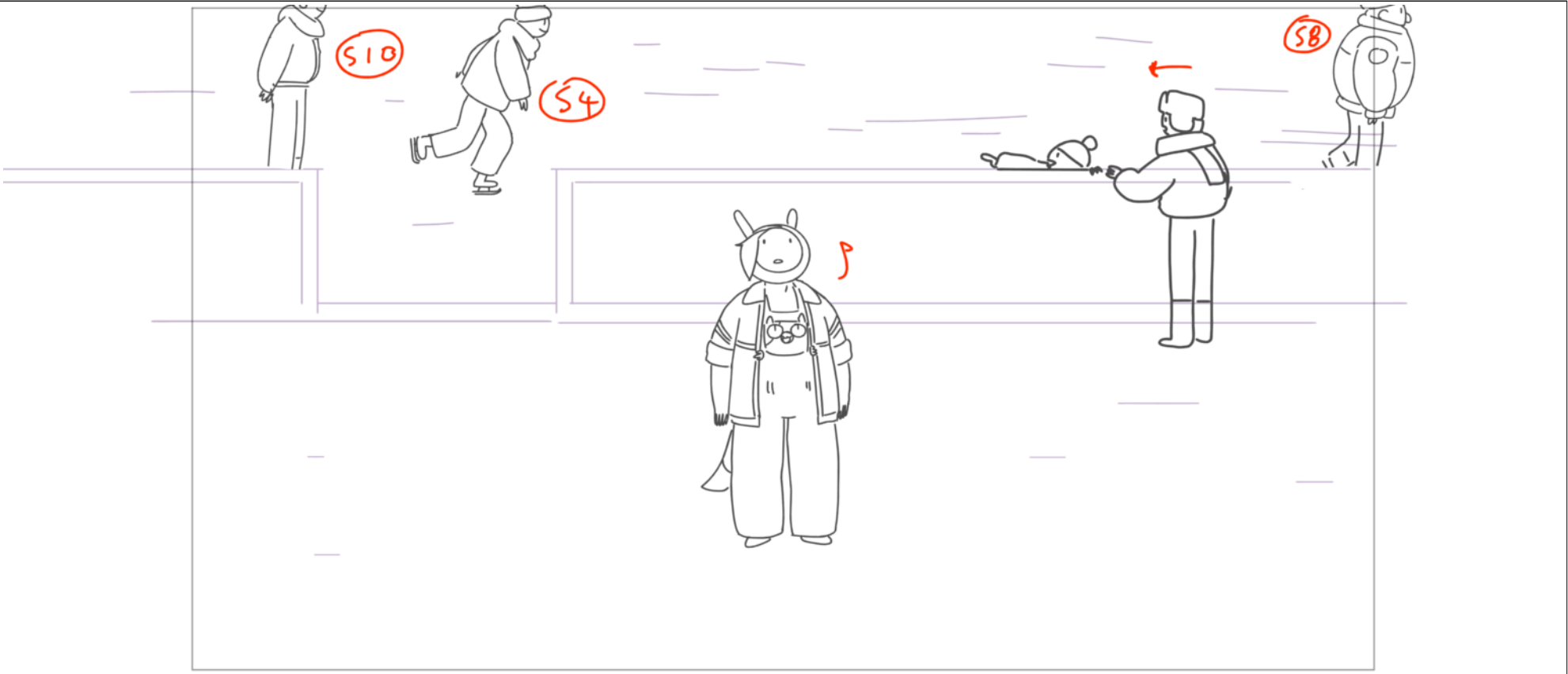
Dialog

C:  
This place is gonna be magic any second now, i can feel it!

Action Notes

FIONNA stops

Scene	Feet : Frames	Panel / Total	Feet : Frames
17	00:06	3 / 6	00:01

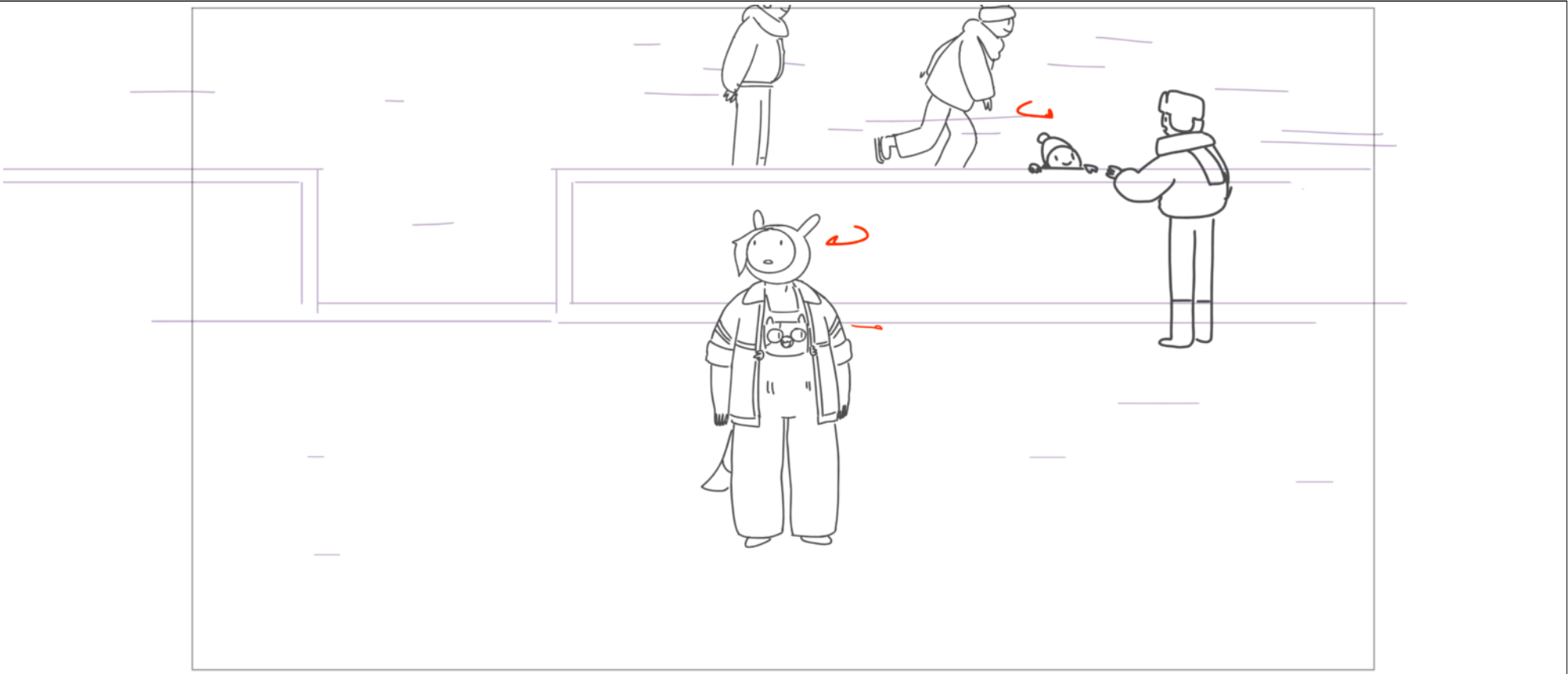


Dialog

Action Notes

F and C brace, waiting for the change.

Scene	Feet : Frames	Panel / Total	Feet : Frames
17	00:06	4 / 6	00:01

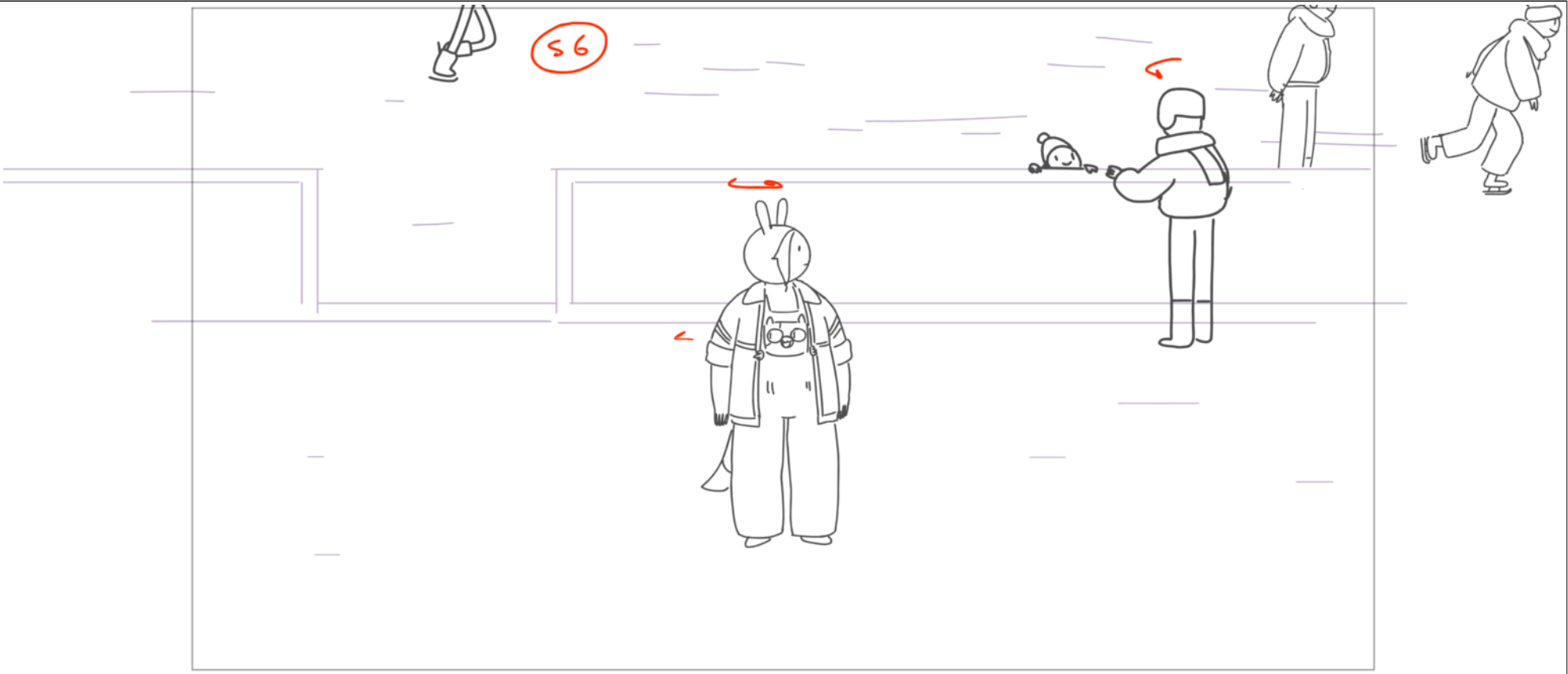


Dialog

Action Notes

nothing happens  
they look around

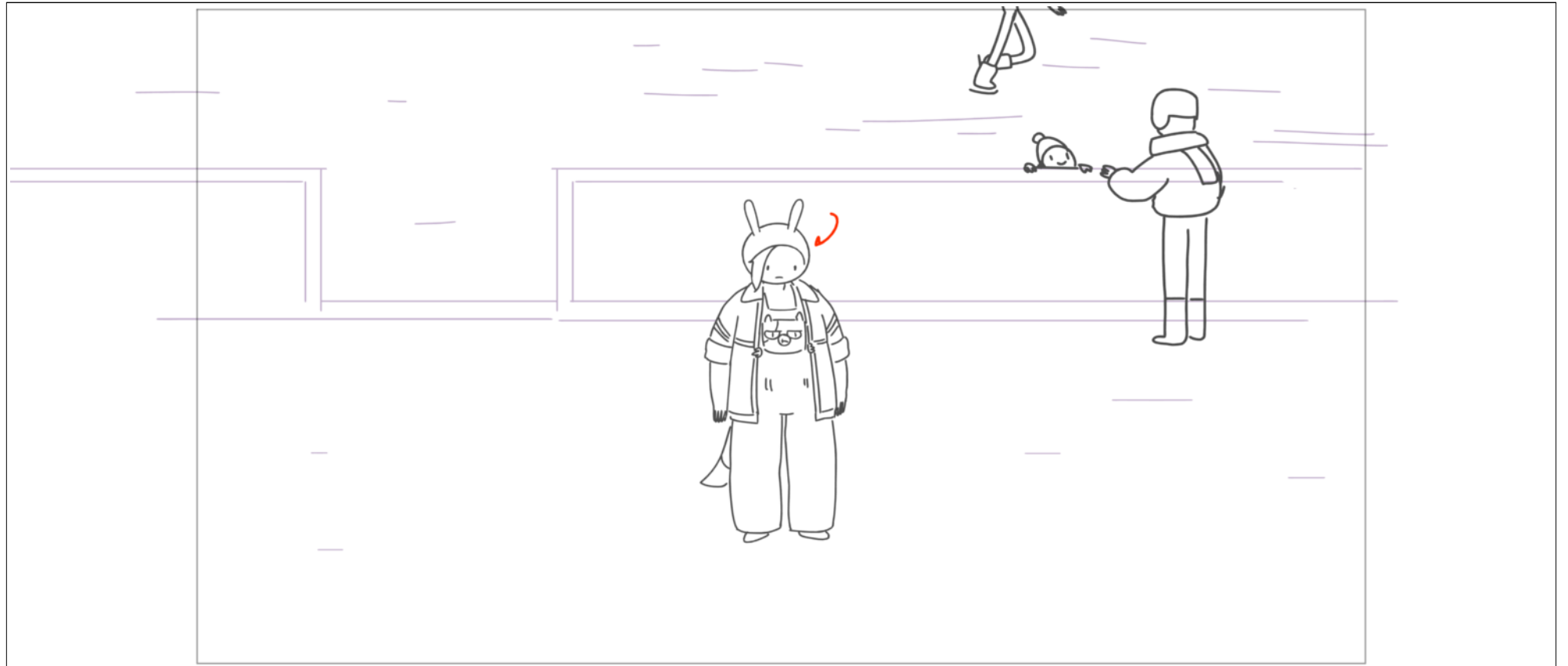
Scene	Feet : Frames	Panel / Total	Feet : Frames
17	00:06	5 / 6	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
17	00:06	6 / 6	00:01



Dialog

C:  
Okay...

Action Notes

FIONNA looks at CAKE.  
CAKE looks annoyed

Scene Layout

18

Feet : Frames

00:09



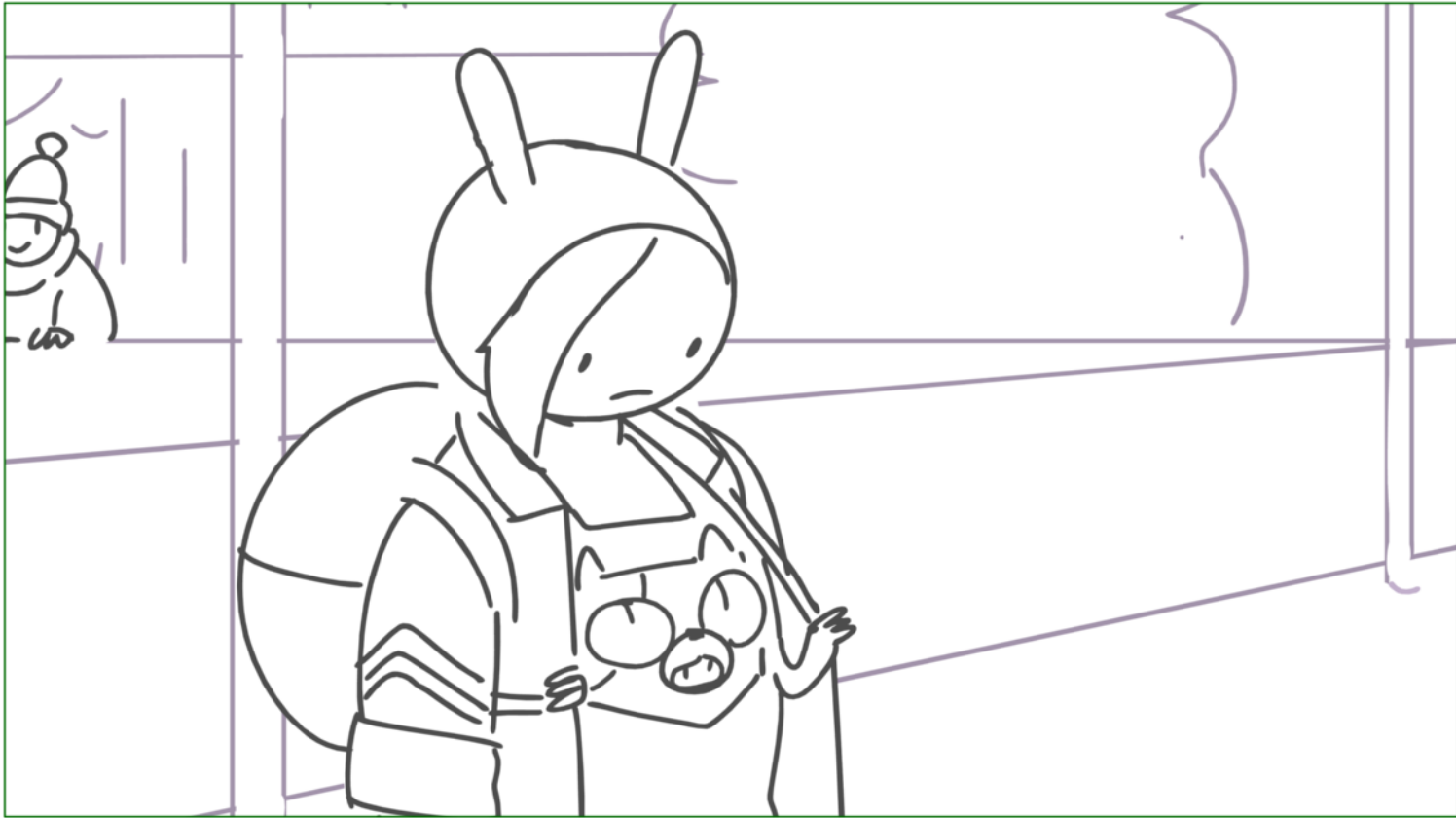
Dialog

C:  
... try closing your eyes.

Action Notes

H/U CAKE and FIONNA

Scene	Feet : Frames	Panel / Total	Feet : Frames
18	00:09	1 / 9	00:01



Dialog

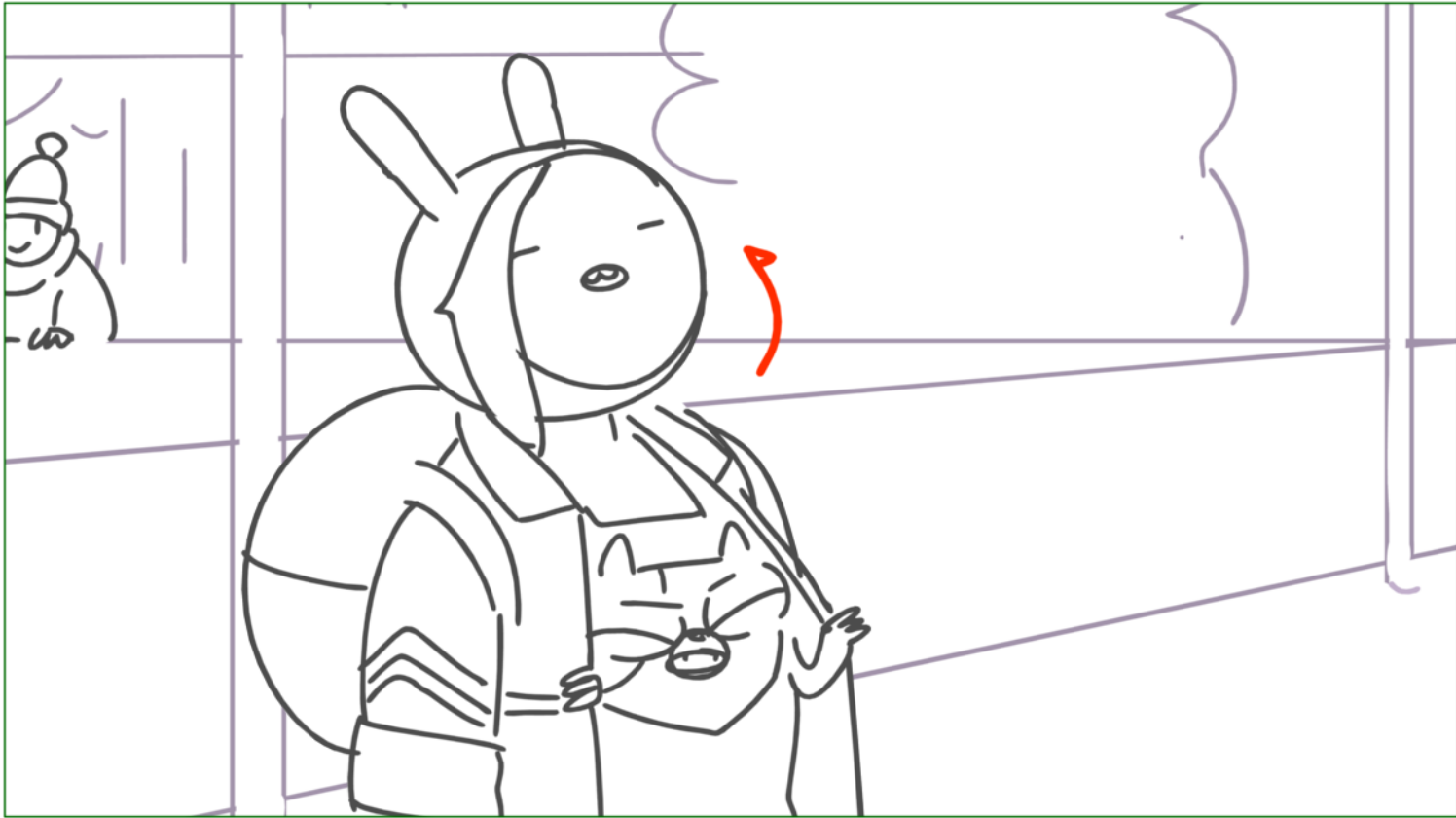
C:  
... try closing your eyes.

Action Notes

H/U CAKE and FIONNA



Scene	Feet : Frames	Panel / Total	Feet : Frames
18	00:09	2 / 9	00:01



Dialog

C:  
Three...

Action Notes

CAM TRK IN as they close their eyes

Scene	Feet : Frames	Panel / Total	Feet : Frames
18	00:09	3 / 9	00:01



Dialog

C:  
Three... two..

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
18	00:09	4 / 9	00:01



Dialog

C:  
One...

Action Notes

CAM STOP

Scene	Feet : Frames	Panel / Total	Feet : Frames
18	00:09	5 / 9	00:01



Dialog

C:  
Open!

Action Notes

SNAP TRUCK OUT  
They open their eyes

Scene	Feet : Frames	Panel / Total	Feet : Frames
18	00:09	6 / 9	00:01



Dialog

Action Notes

They look perplexed cause nothing changed.

Scene	Feet : Frames	Panel / Total	Feet : Frames
18	00:09	7 / 9	00:01

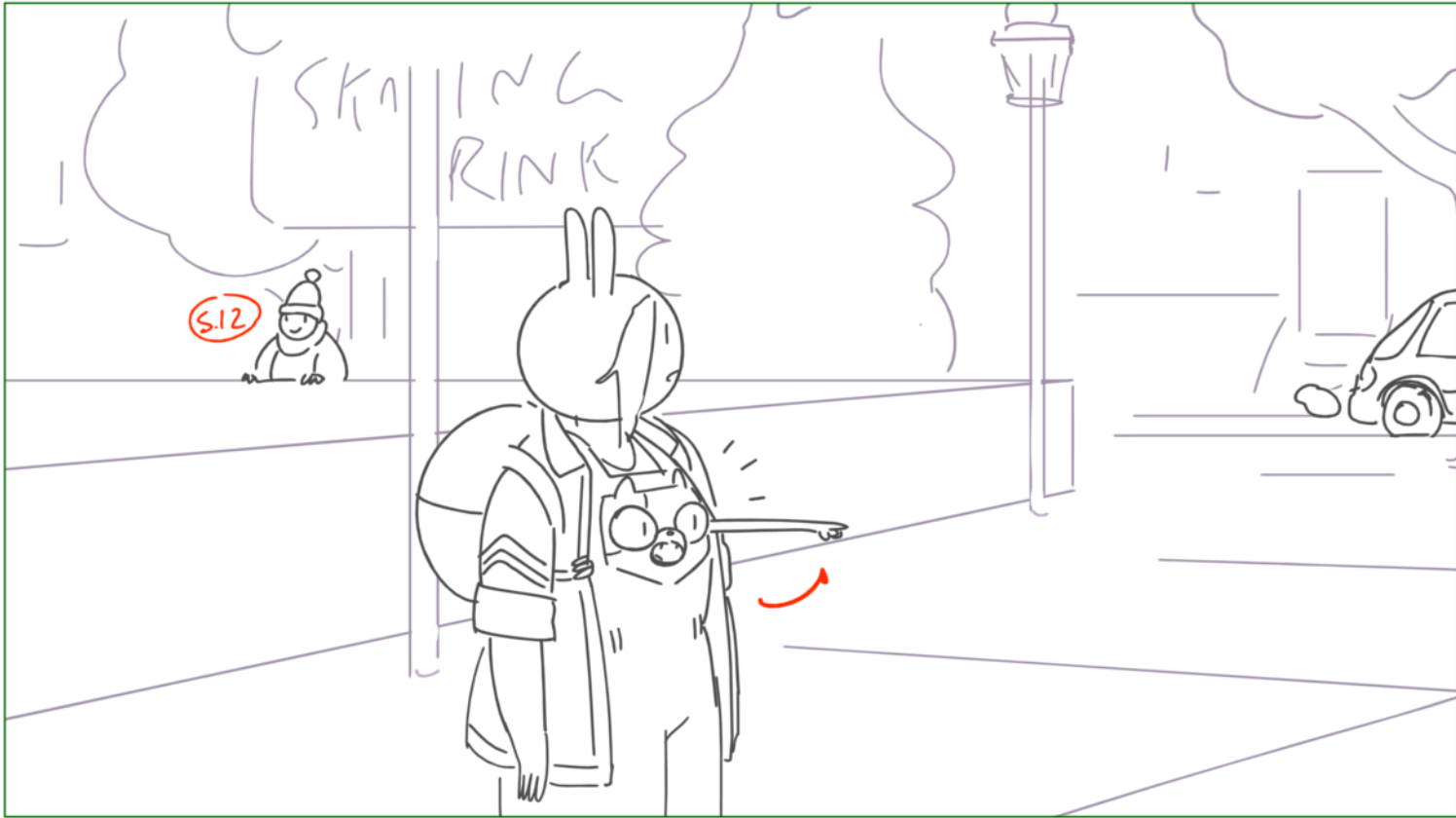


Dialog

Action Notes

They look around.  
A car passes

Scene	Feet : Frames	Panel / Total	Feet : Frames
18	00:09	8 / 9	00:01



Dialog

C:  
Look!!

ALT:  
There!

Action Notes

CAKE sees something O/S and points at it.

Scene	Feet : Frames	Panel / Total	Feet : Frames
18	00:09	9 / 9	00:01



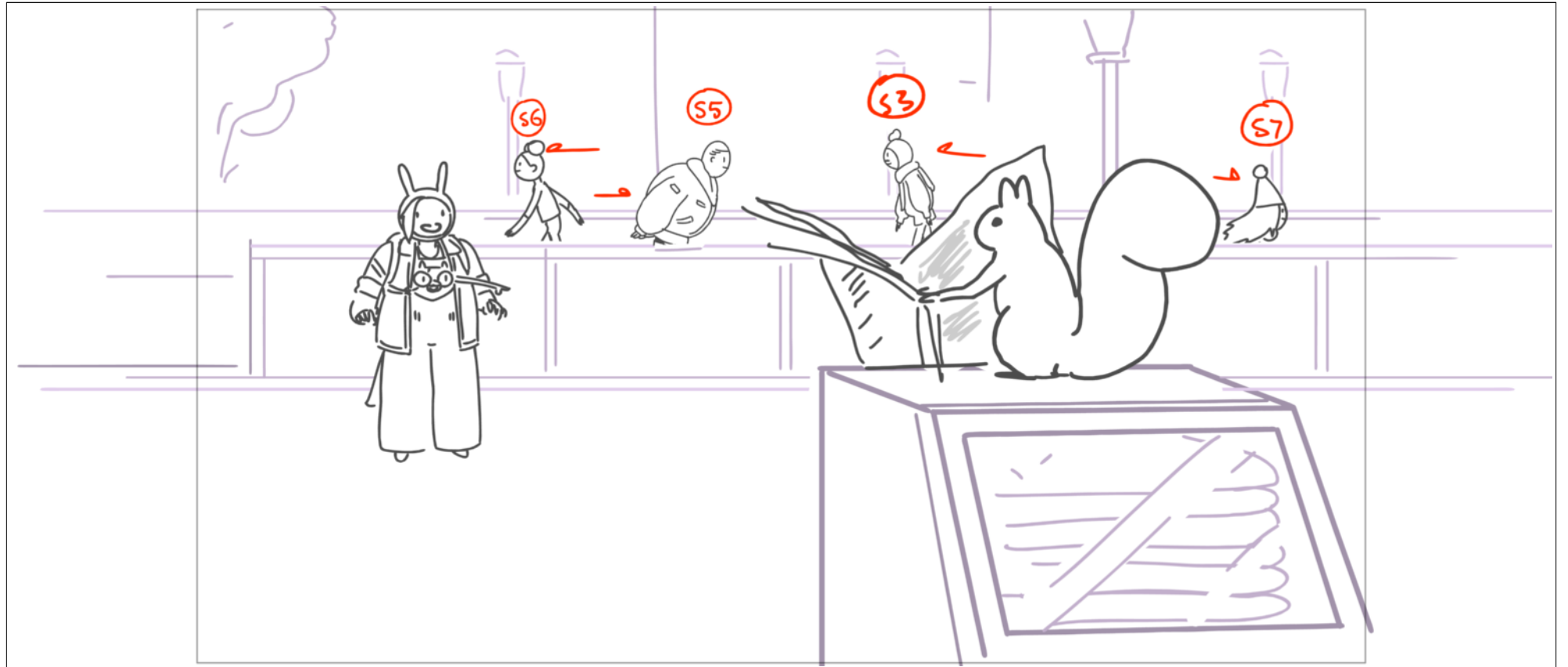
Dialog

Action Notes

FIONNA looks there, hopeful.



Scene	Feet : Frames	Panel / Total	Feet : Frames
19	00:03	1 / 3	00:01

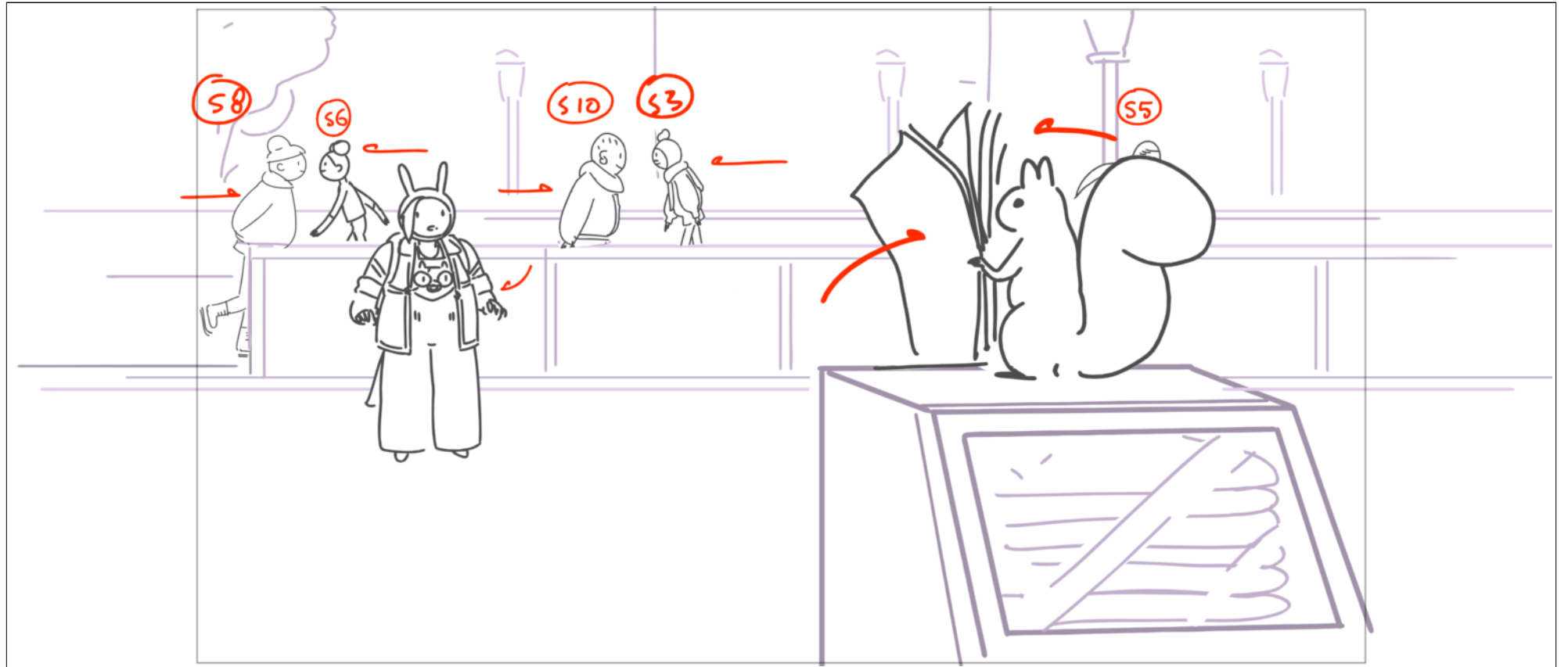


Dialog

Action Notes

A squirrel holding a tabloid open.

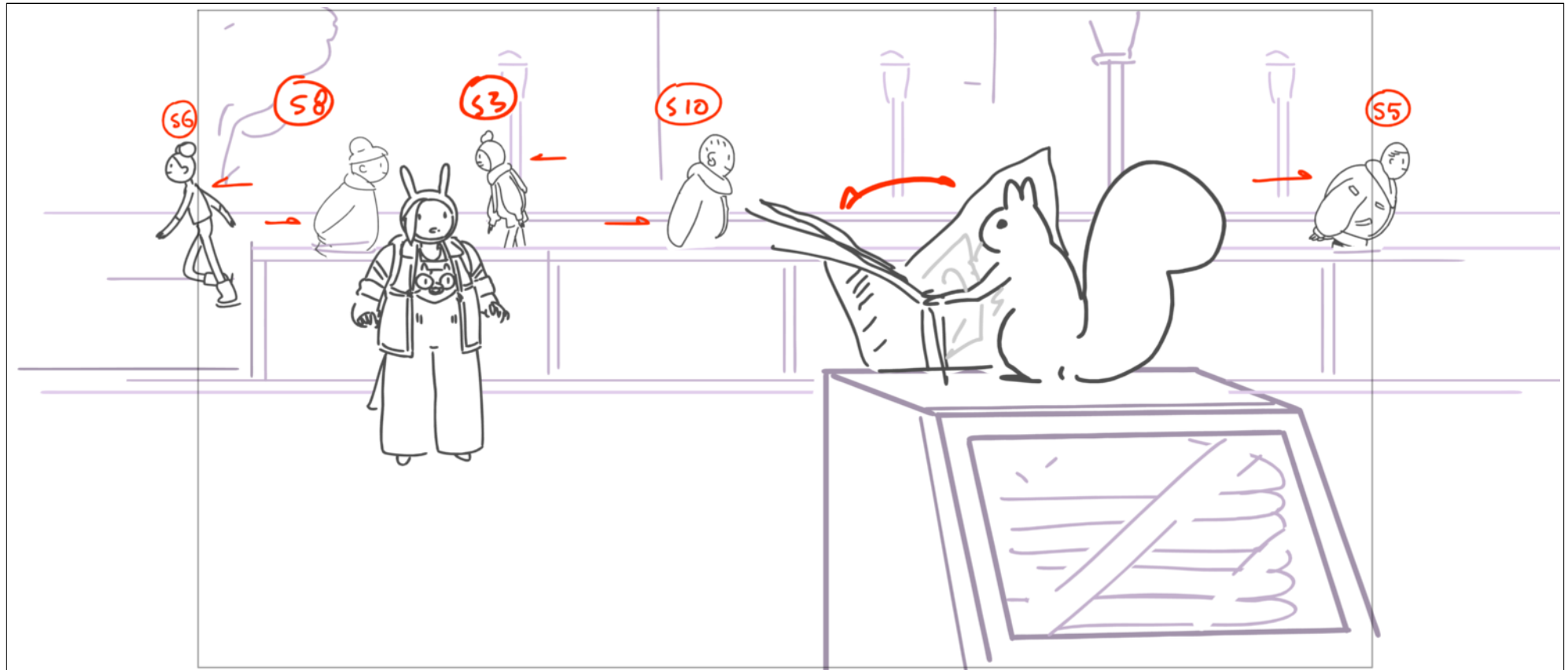
Scene	Feet : Frames	Panel / Total	Feet : Frames
19	00:03	2 / 3	00:01



Dialog

Action Notes  
it closes it to turn the page

Scene	Feet : Frames	Panel / Total	Feet : Frames
19	00:03	3 / 3	00:01



Dialog

Action Notes

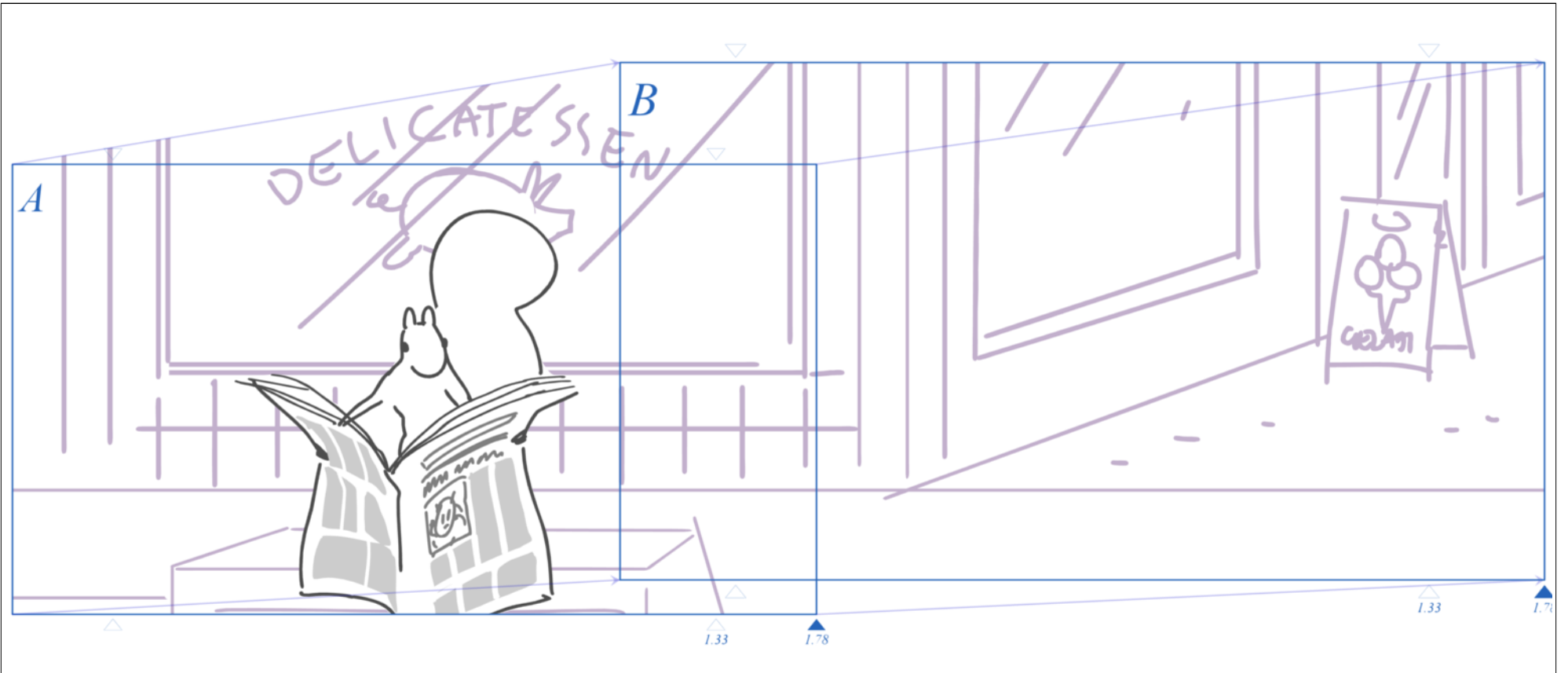
A squirrel holding a tabloid open.  
the squirrel looks at the open paper

Scene Layout

20

Feet : Frames

00:12

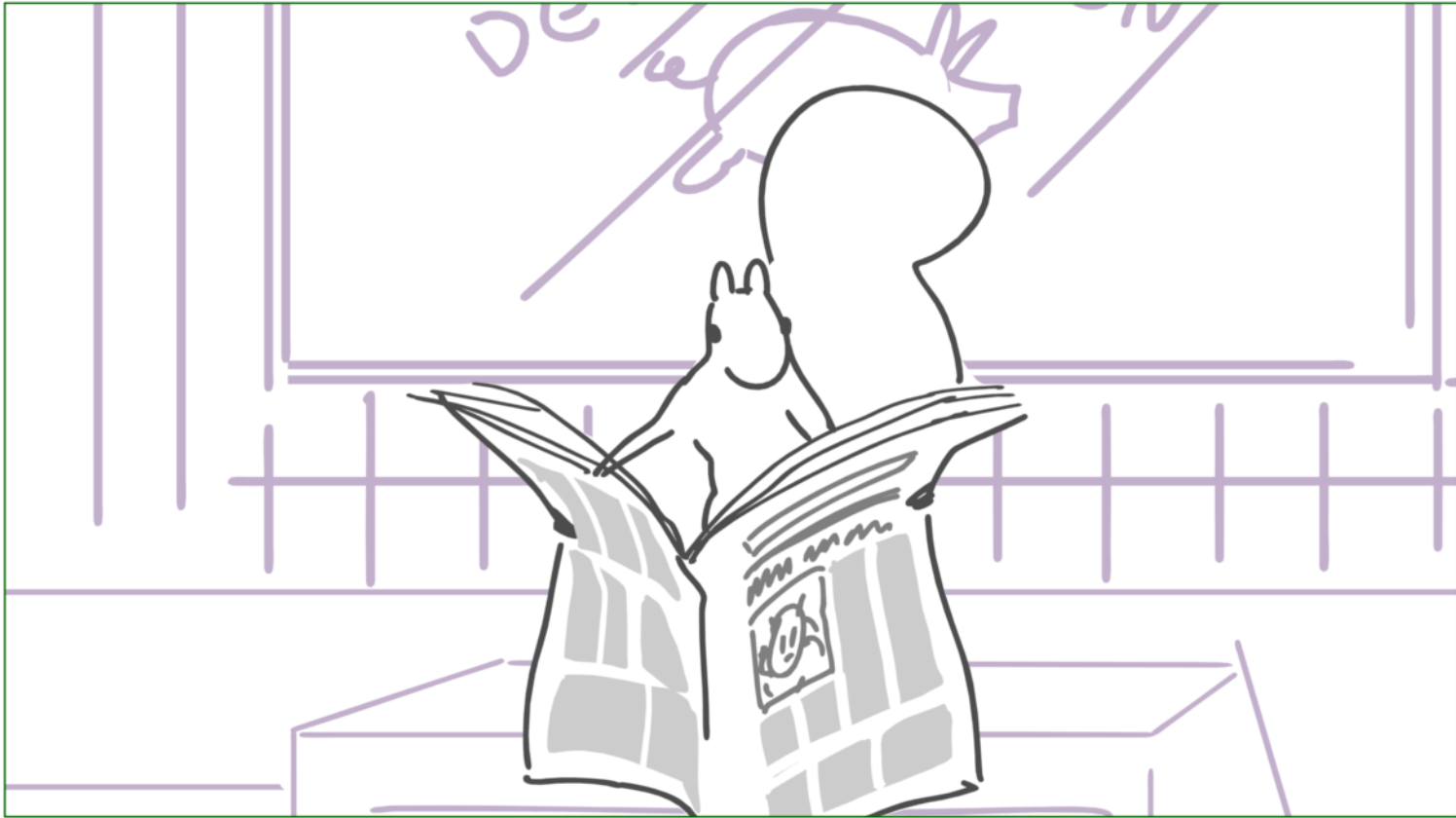


Dialog

C:  
That squirrel is reading!

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	1 / 12	00:01

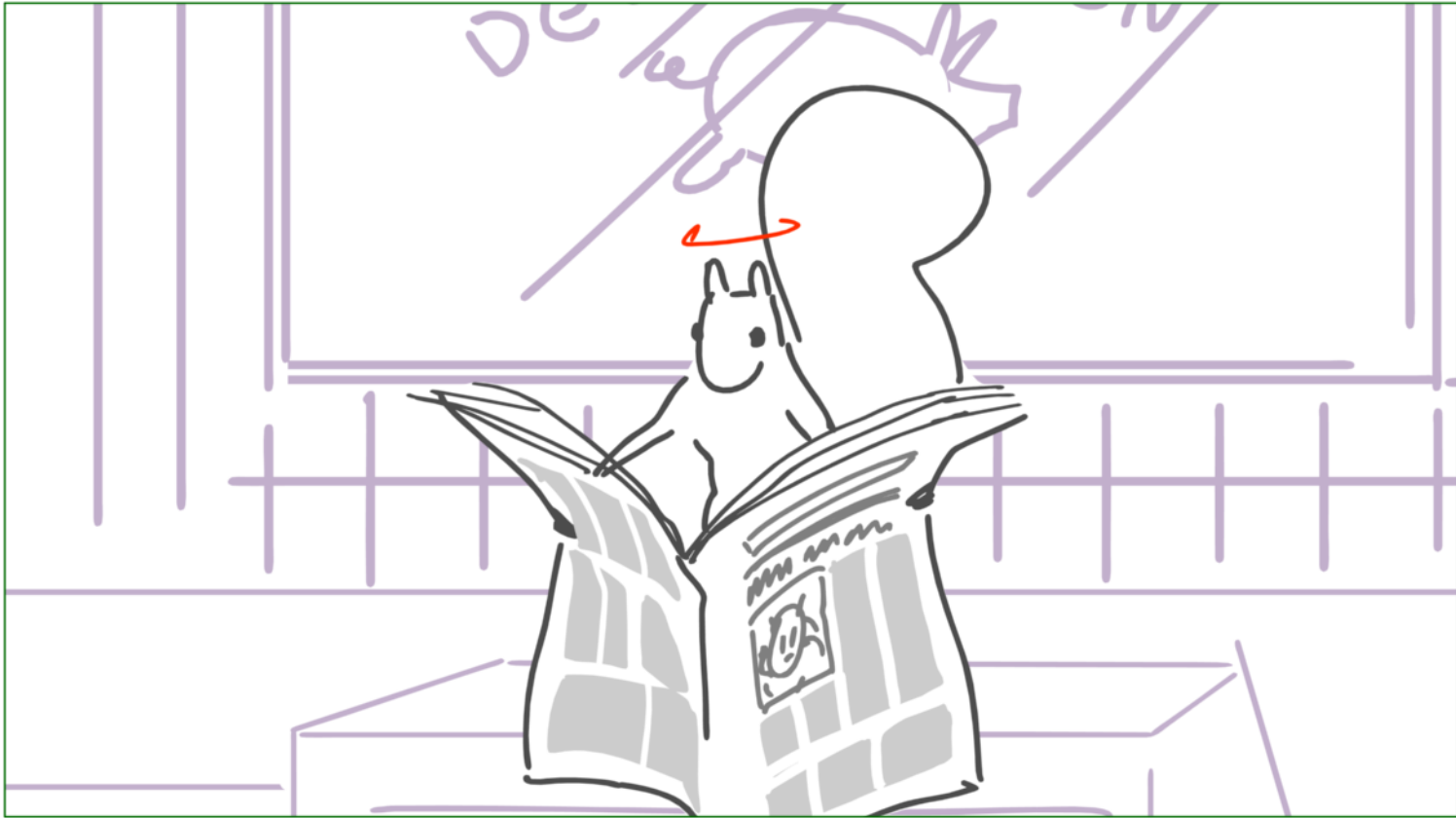


Dialog

C:  
That squirrel is reading!

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	2 / 12	00:01

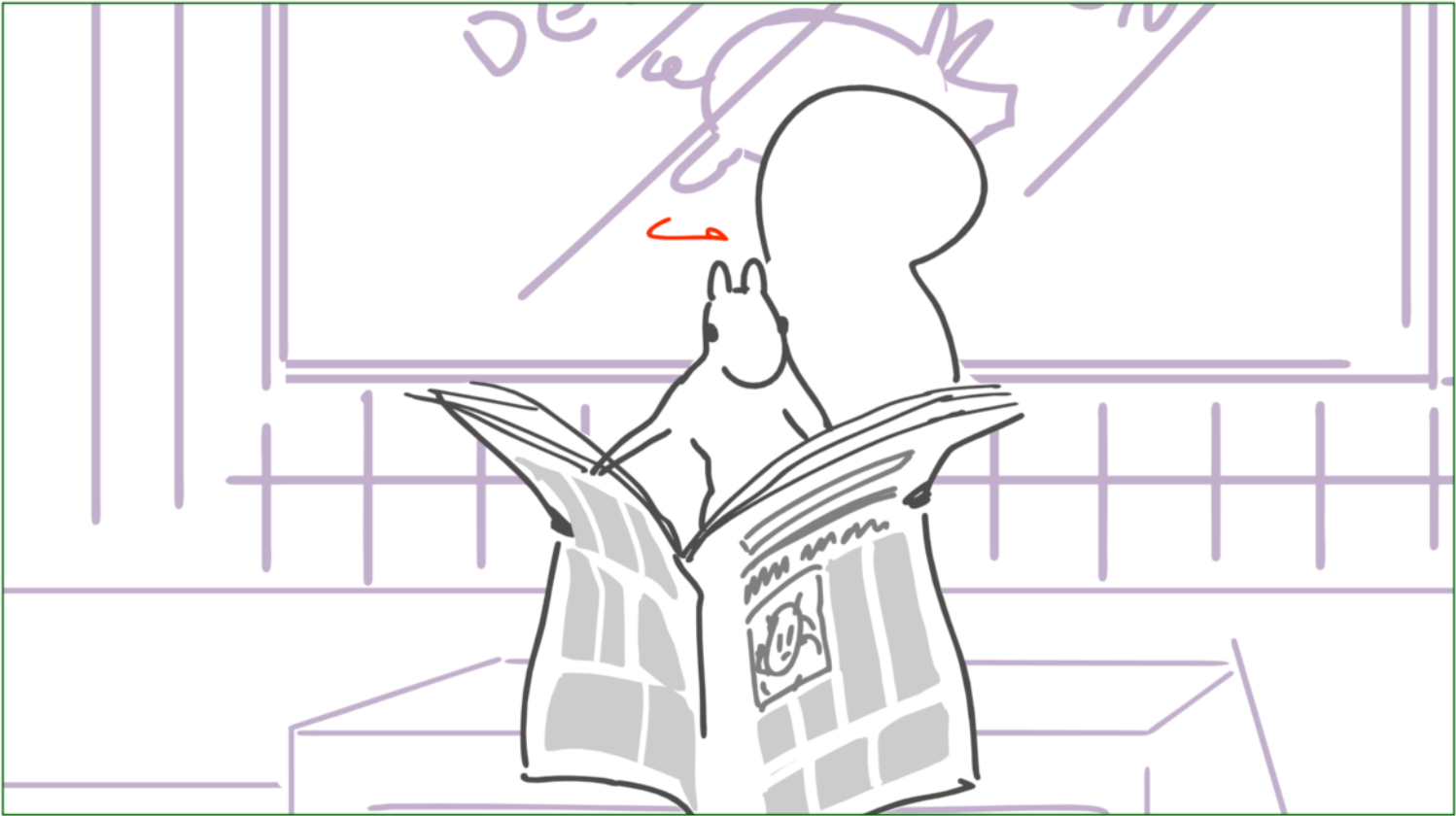


Dialog

Action Notes

The SQUIRREL turns its head as though it's reading the paper

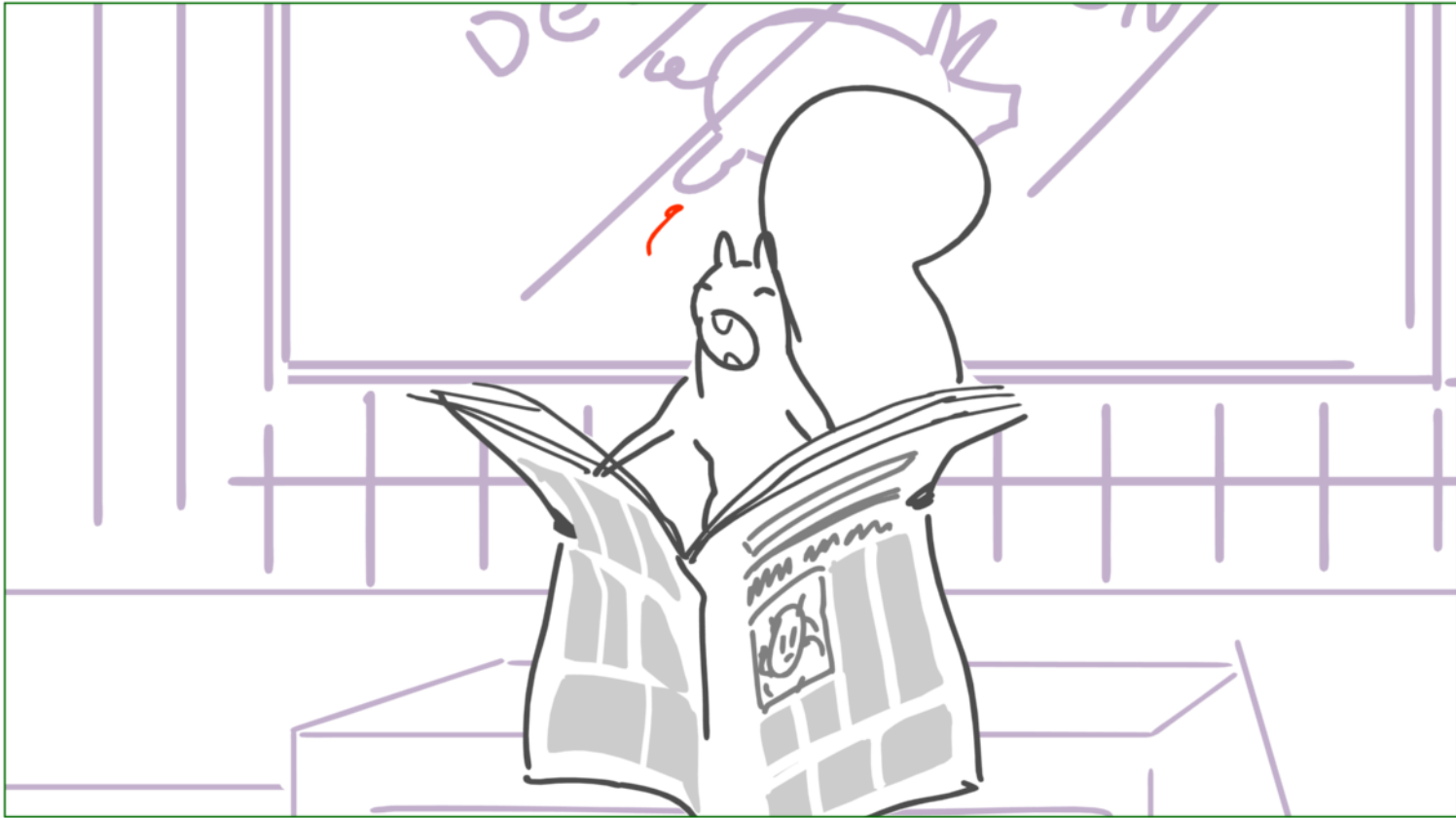
Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	3 / 12	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	4 / 12	00:01



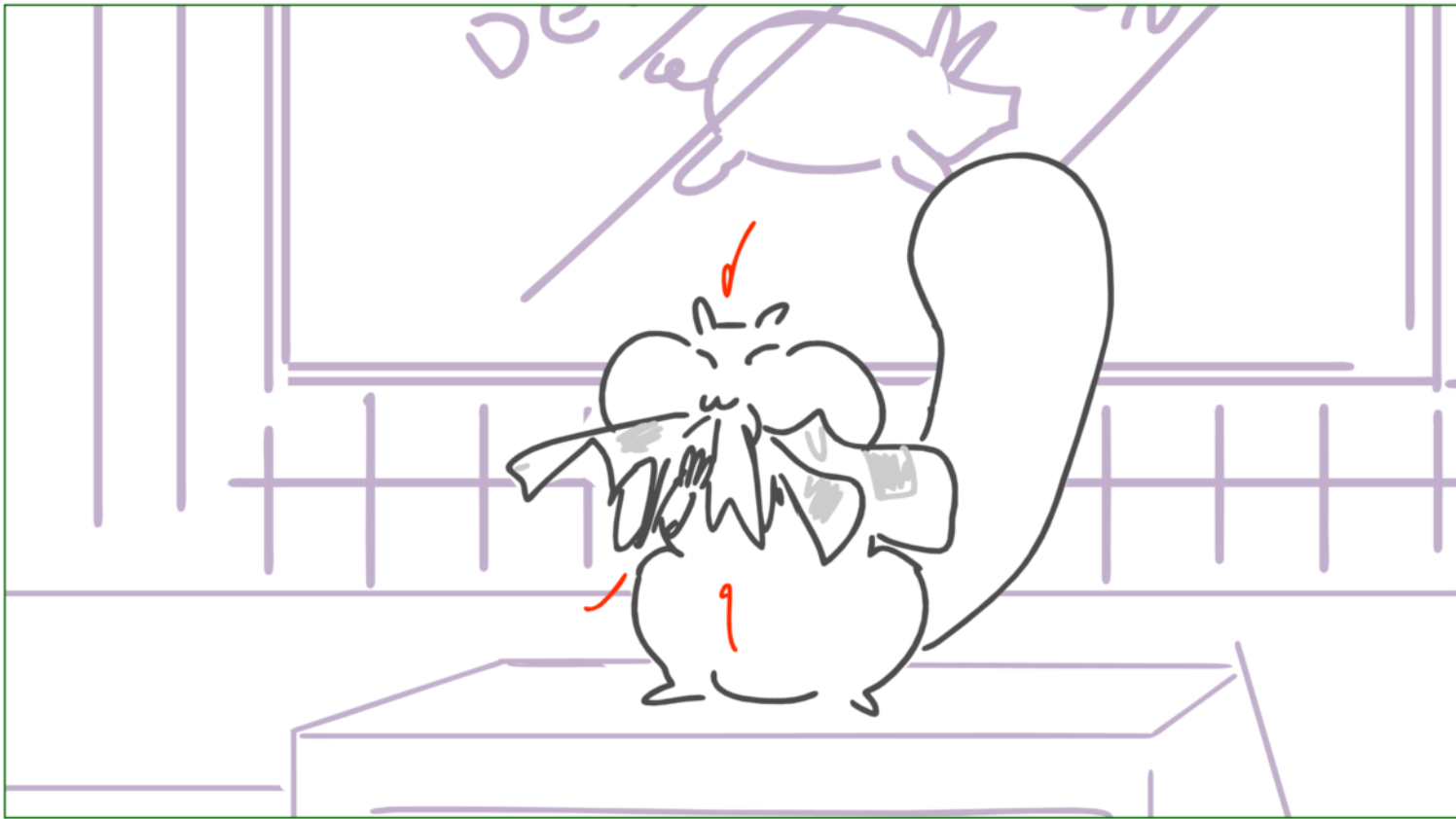
Dialog

Action Notes

it opens its mouth



Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	5 / 12	00:01

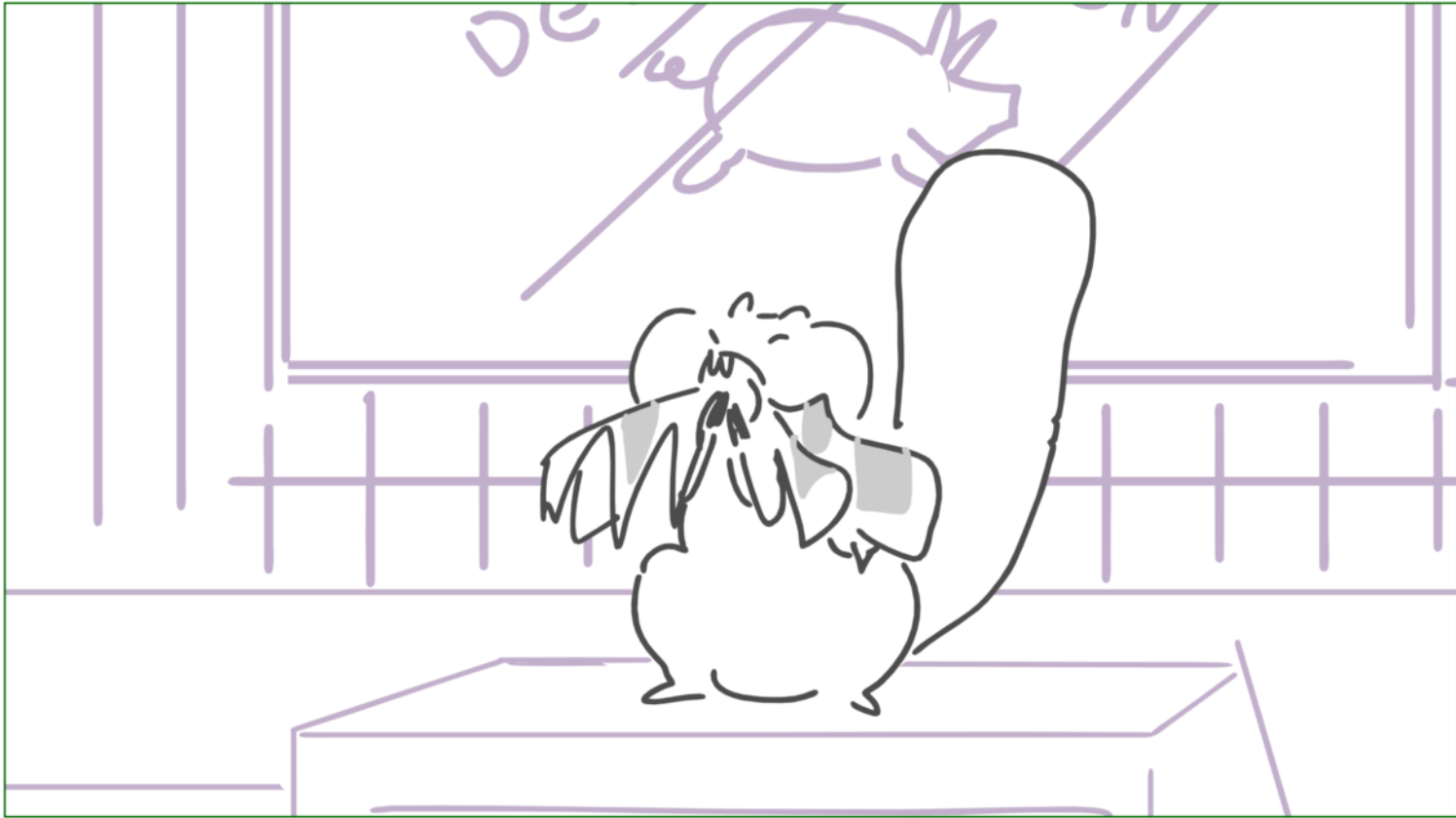


Dialog

Action Notes

It eats the paper, stuffing it into its cheeks

Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	6 / 12	00:01



Dialog

Action Notes

It eats the paper.

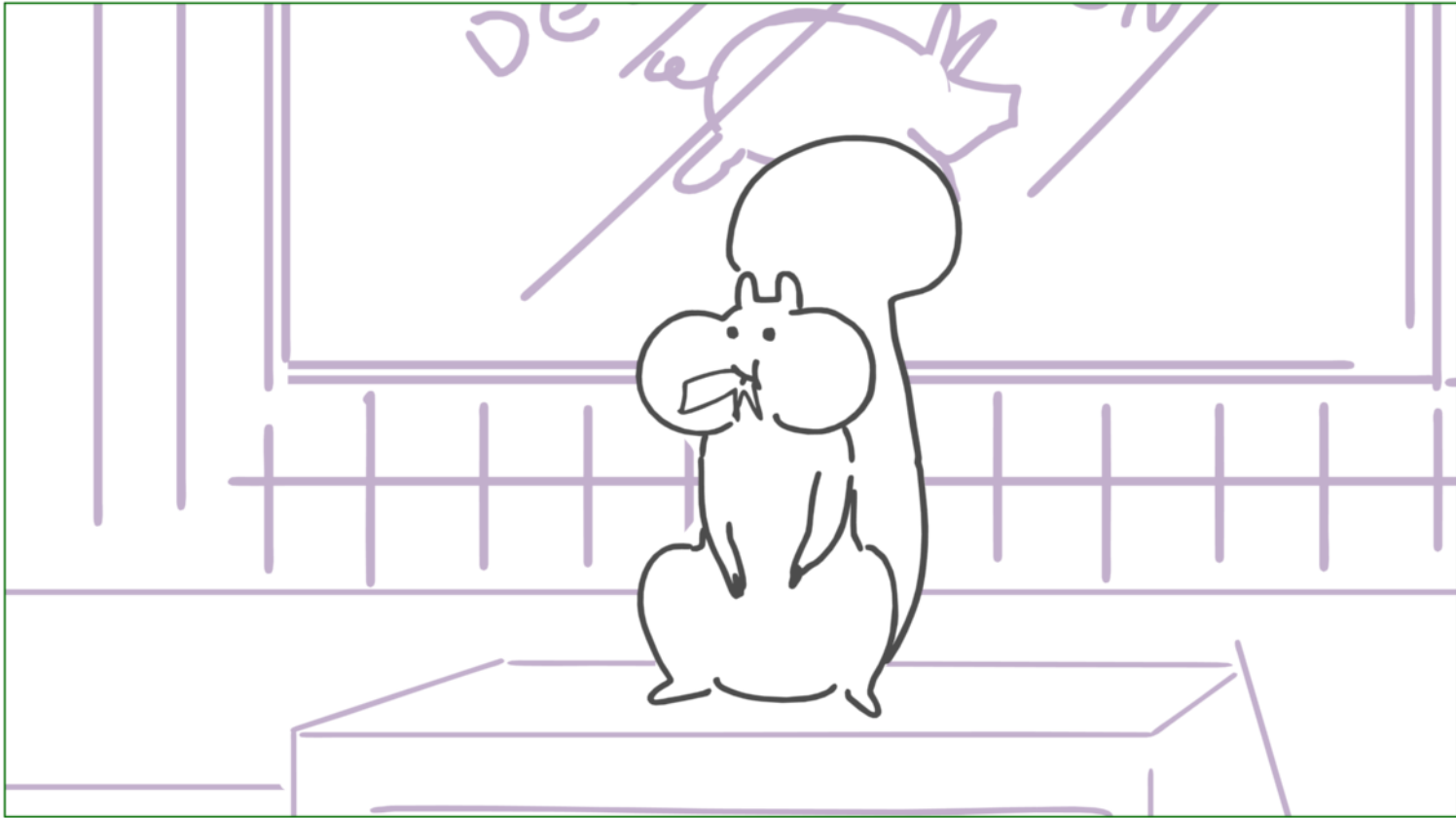
Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	7 / 12	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	8 / 12	00:01

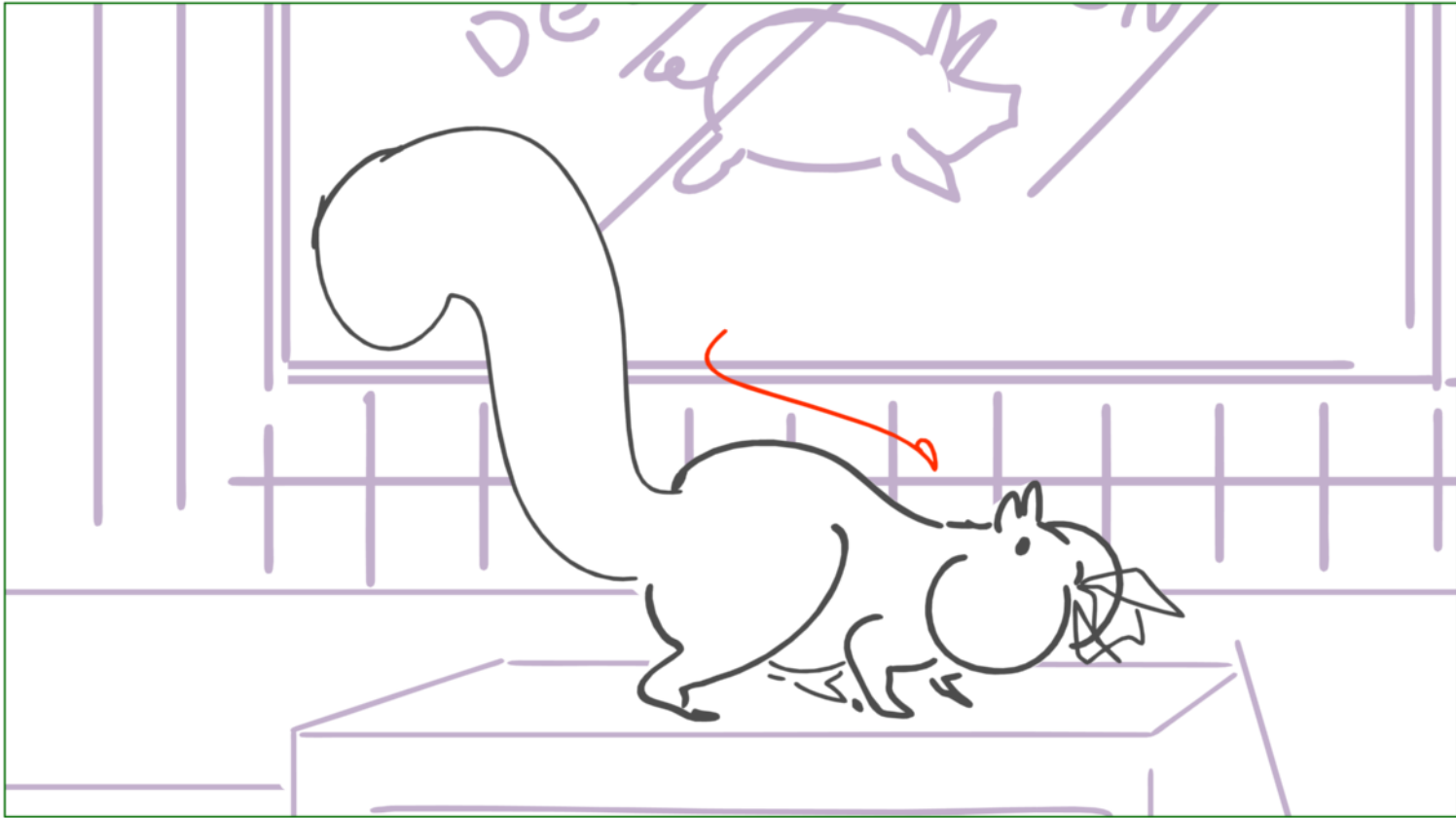


Dialog

C (O/S):  
Aw.. false alarm.

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	9 / 12	00:01

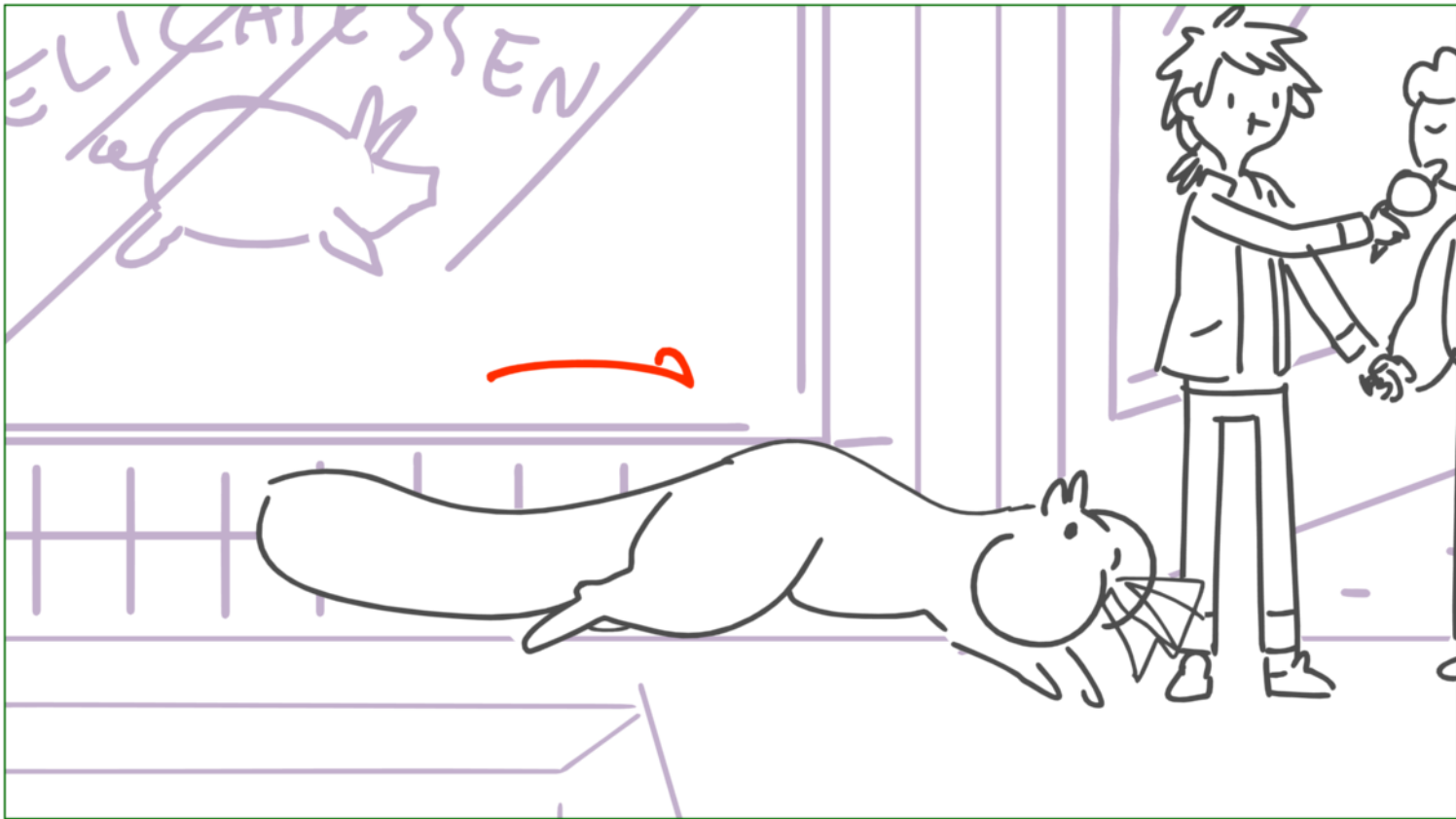


Dialog

Action Notes

CAM ADJ  
Squirrel turns

Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	10 / 12	00:01

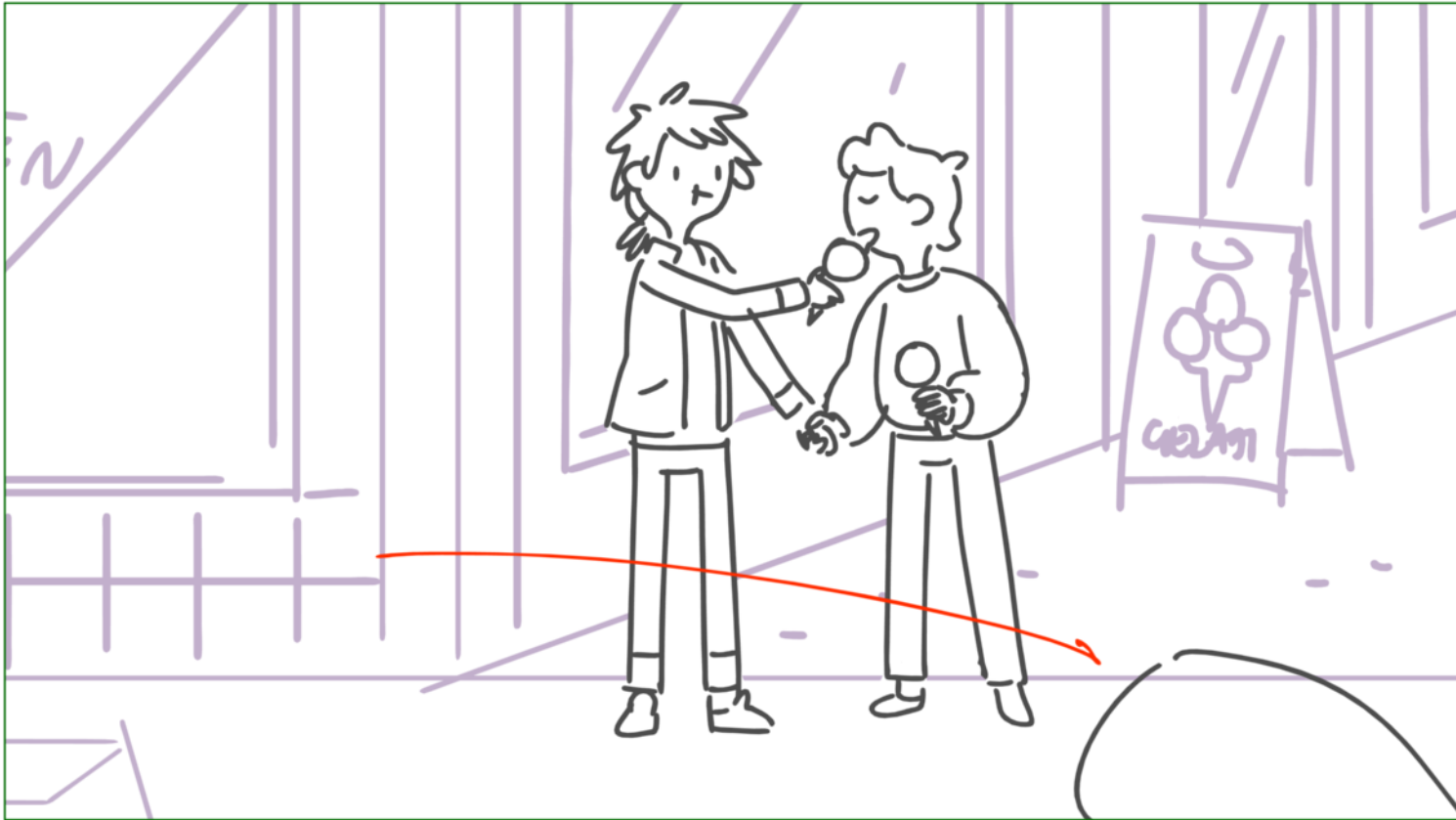


Dialog

Action Notes

CAM ADJ w SQUIRREL leaping off newspaper box

Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	11 / 12	00:01



Dialog

Action Notes

CAM STOP.

Squirrel leap reveals Marshall giving Gary a lick of his ice cream while holding hands.

SQUIRREL OUT

Scene	Feet : Frames	Panel / Total	Feet : Frames
20	00:12	12 / 12	00:01



Dialog

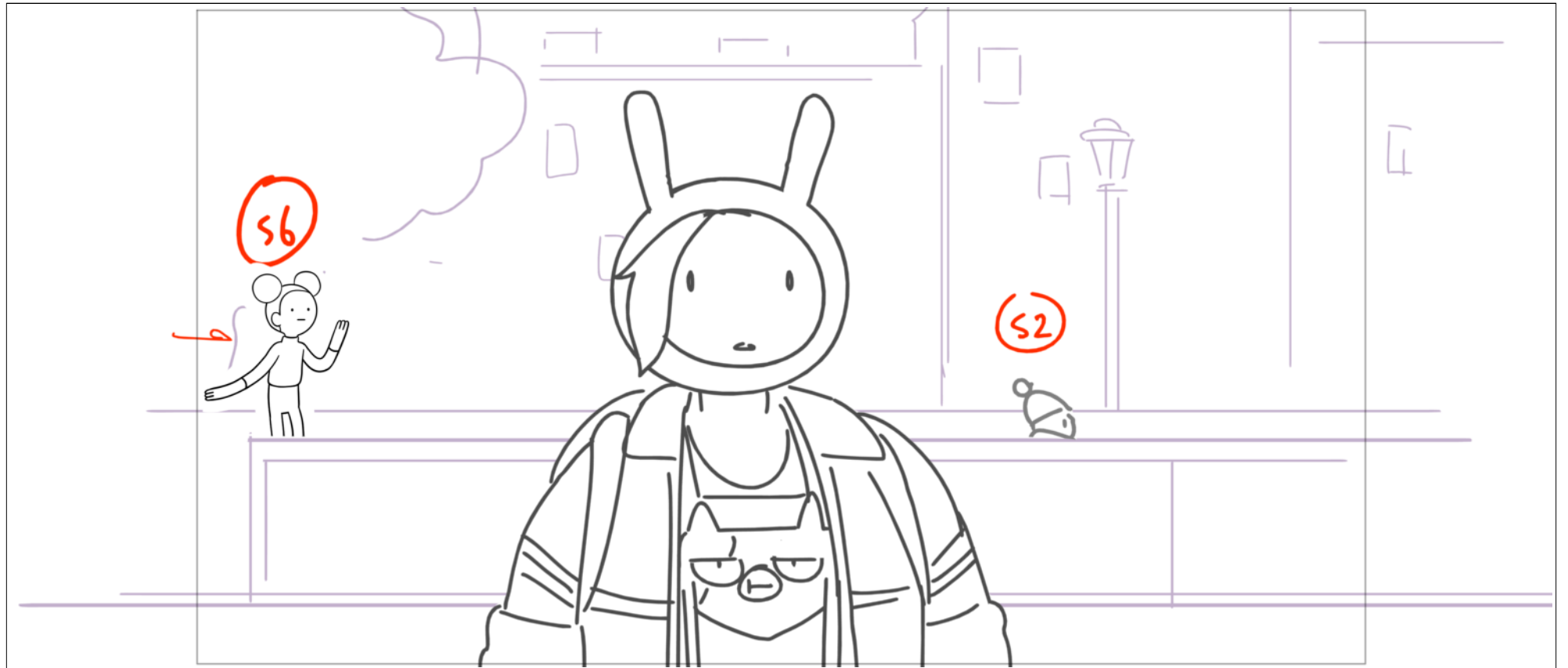
G:  
Mmm!

Action Notes

GARY smiles approvingly



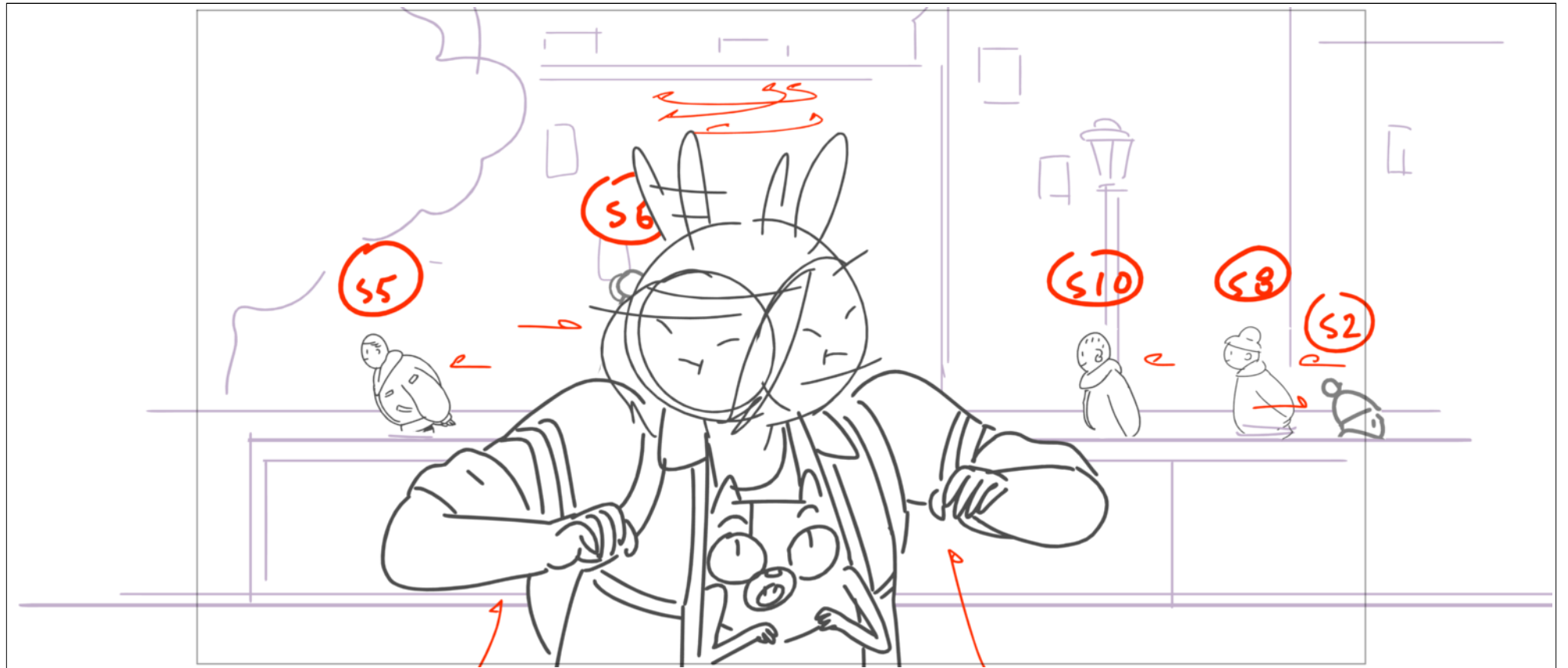
Scene	Feet : Frames	Panel / Total	Feet : Frames
21	00:07	1 / 7	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
21	00:07	2 / 7	00:01

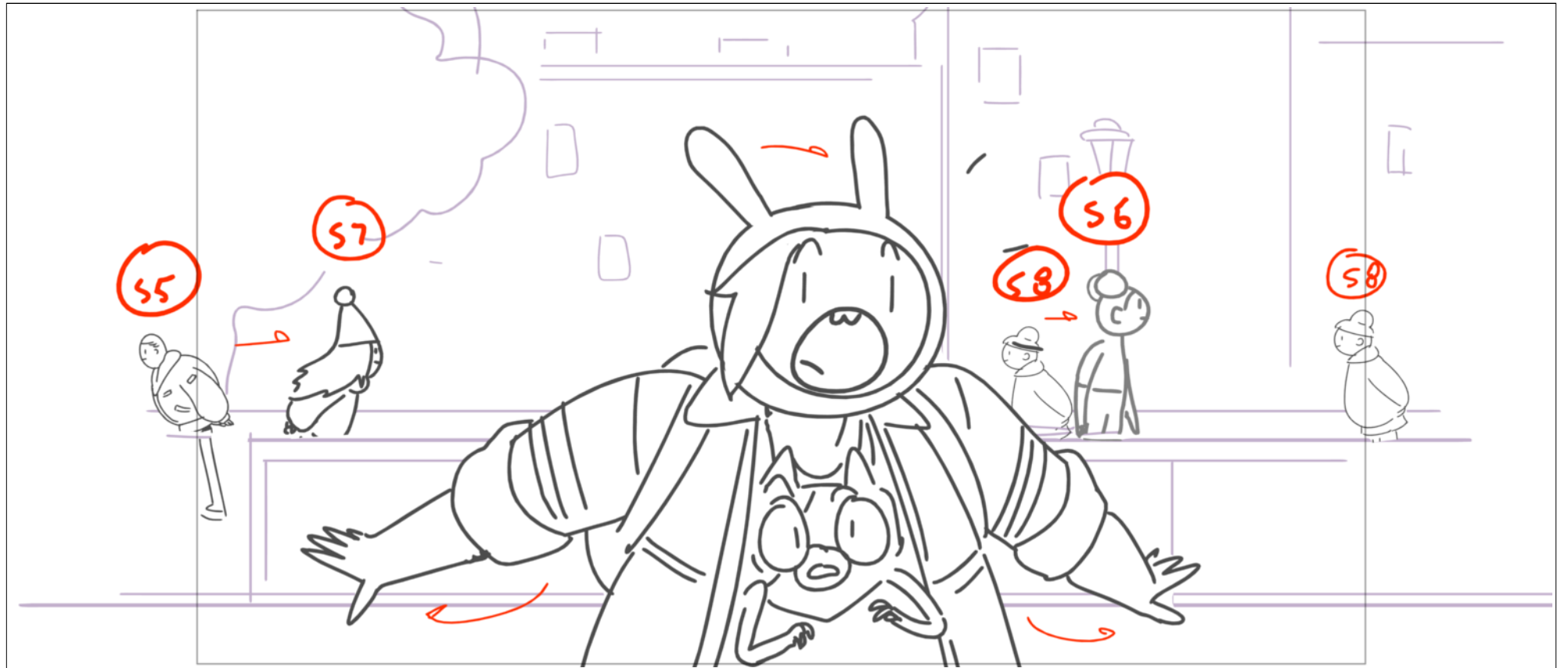


Dialog

Action Notes

F double takes.  
Smear of shaking her head

Scene	Feet : Frames	Panel / Total	Feet : Frames
21	00:07	3 / 7	00:01



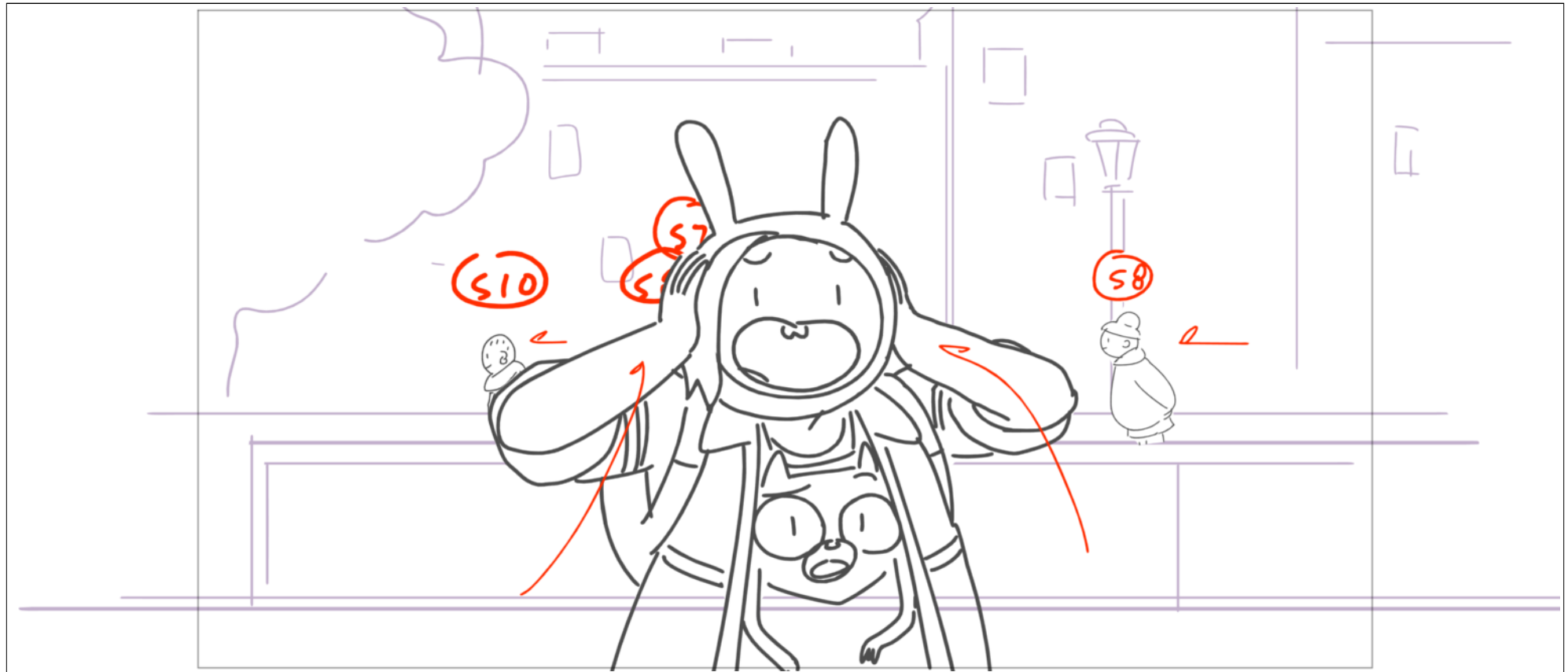
Dialog

F:  
Whaaat??

Action Notes

she gasps in amazement

Scene	Feet : Frames	Panel / Total	Feet : Frames
21	00:07	4 / 7	00:01



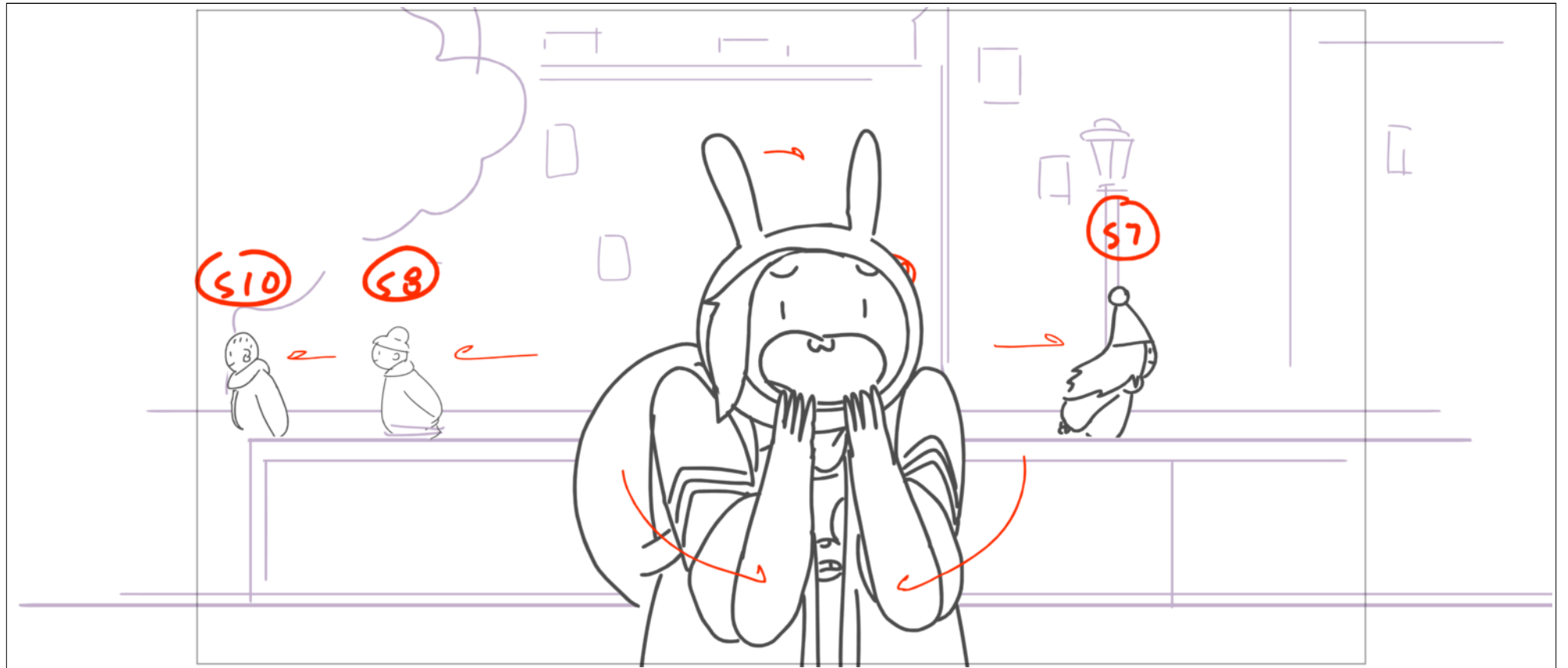
Dialog

F:  
Marshall

Action Notes

she brings her hands to her head in excitement

Scene	Feet : Frames	Panel / Total	Feet : Frames
21	00:07	5 / 7	00:01



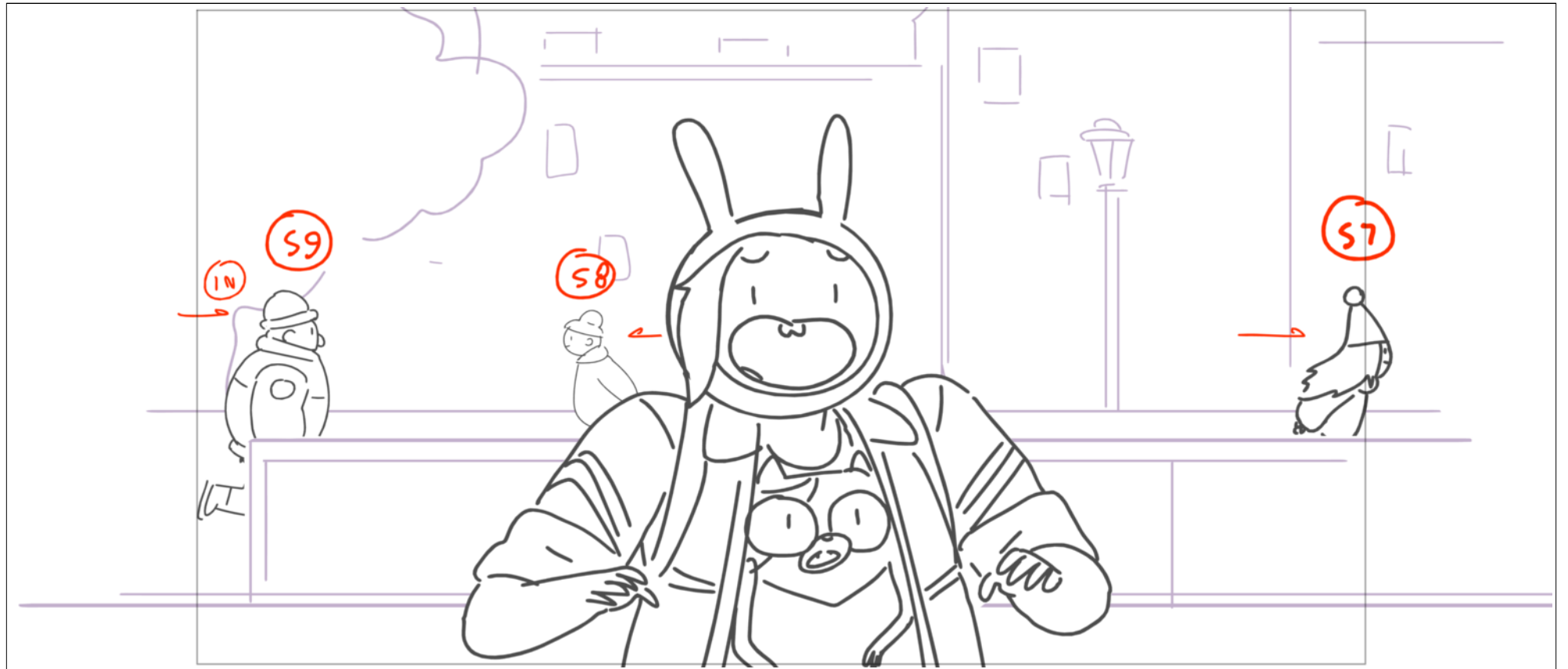
Dialog

F:  
... and GARY?!

Action Notes

she lowers them

Scene	Feet : Frames	Panel / Total	Feet : Frames
21	00:07	6 / 7	00:01



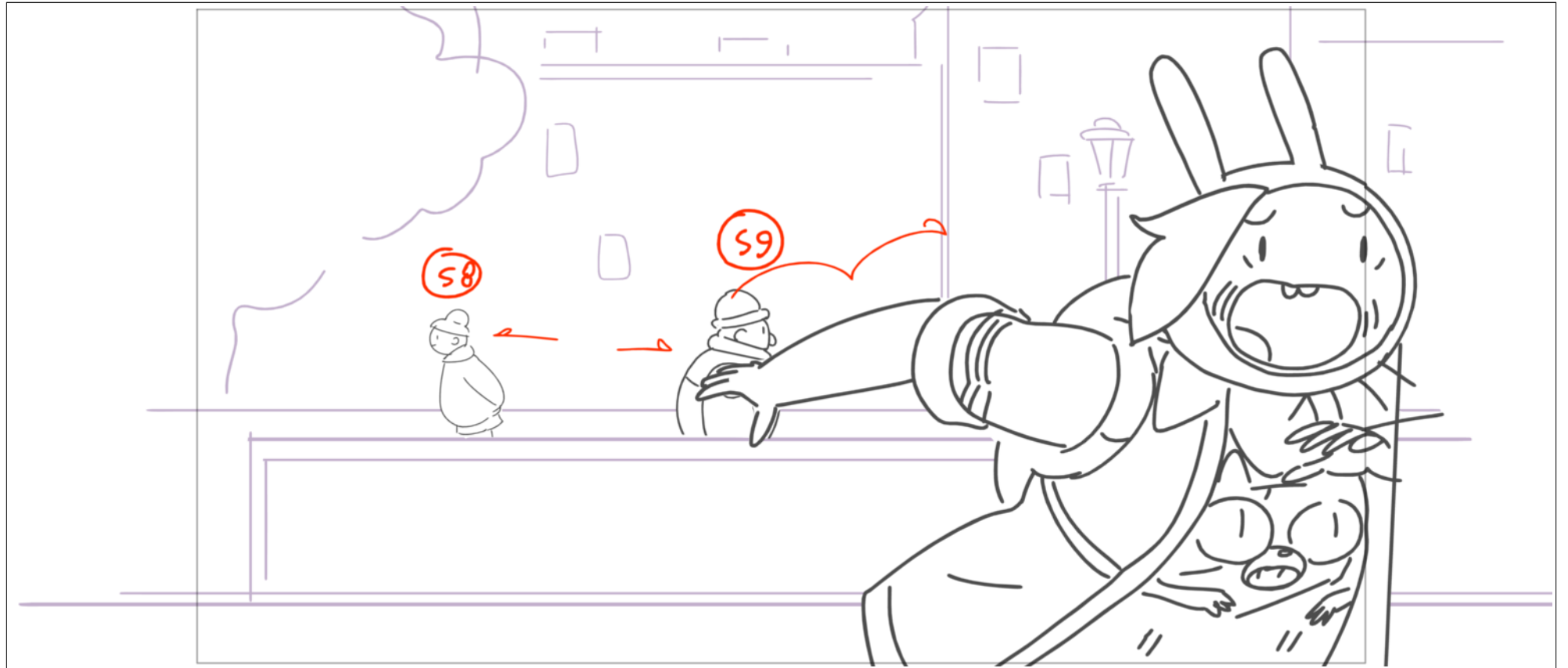
Dialog

F:

....

Action Notes

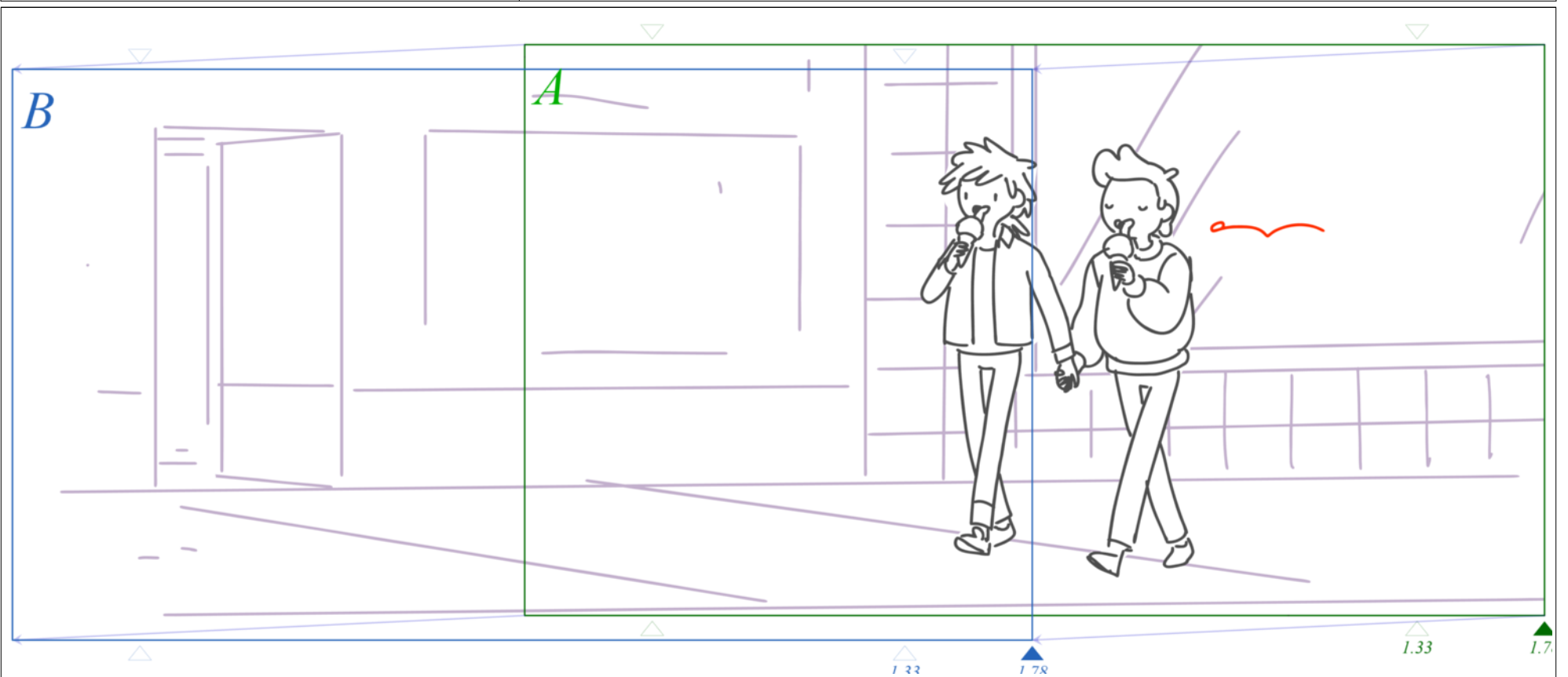
Scene	Feet : Frames	Panel / Total	Feet : Frames
21	00:07	7 / 7	00:01



Dialog

Action Notes  
 she runs toward Marshall and Gary O/Db

Scene Layout	Feet : Frames
22	00:05

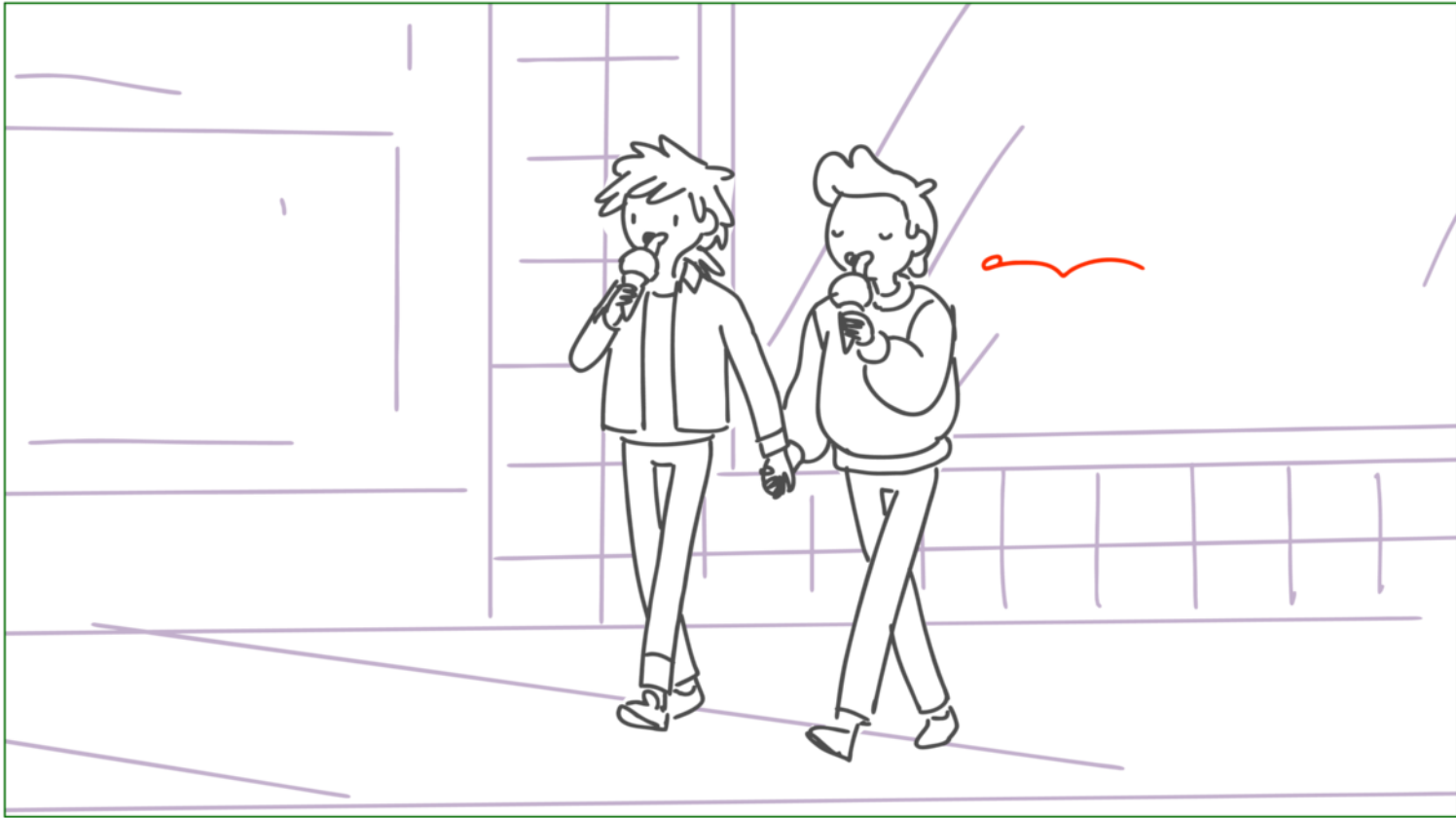


Dialog
--------

Action Notes
CAM PAN
ML and G walking, holding hands and eating ice creams



Scene	Feet : Frames	Panel / Total	Feet : Frames
22	00:05	1 / 5	00:01



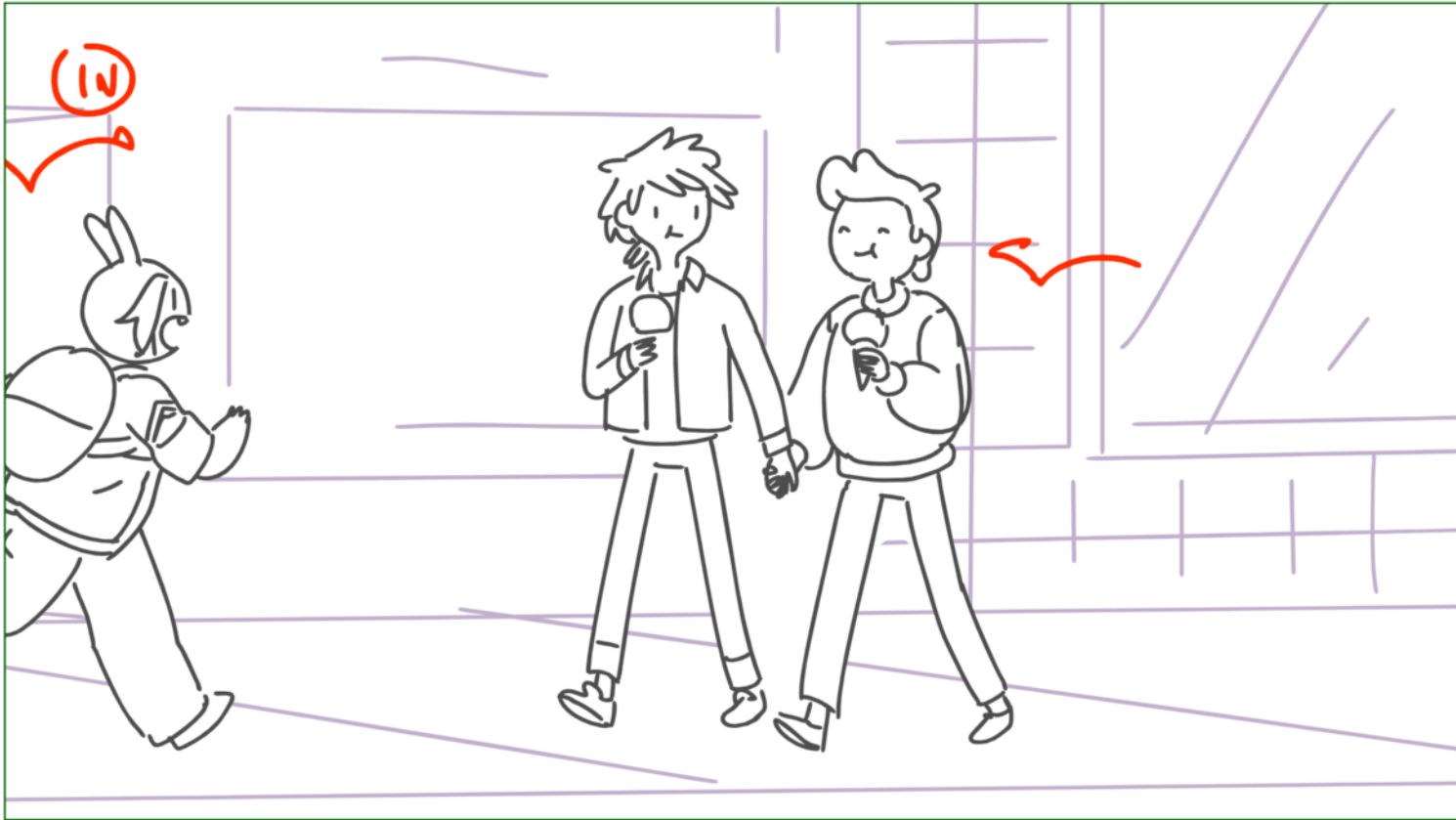
Dialog

Action Notes

CAM PAN

ML and G walking, holding hands and eating ice creams

Scene	Feet : Frames	Panel / Total	Feet : Frames
22	00:05	2 / 5	00:01

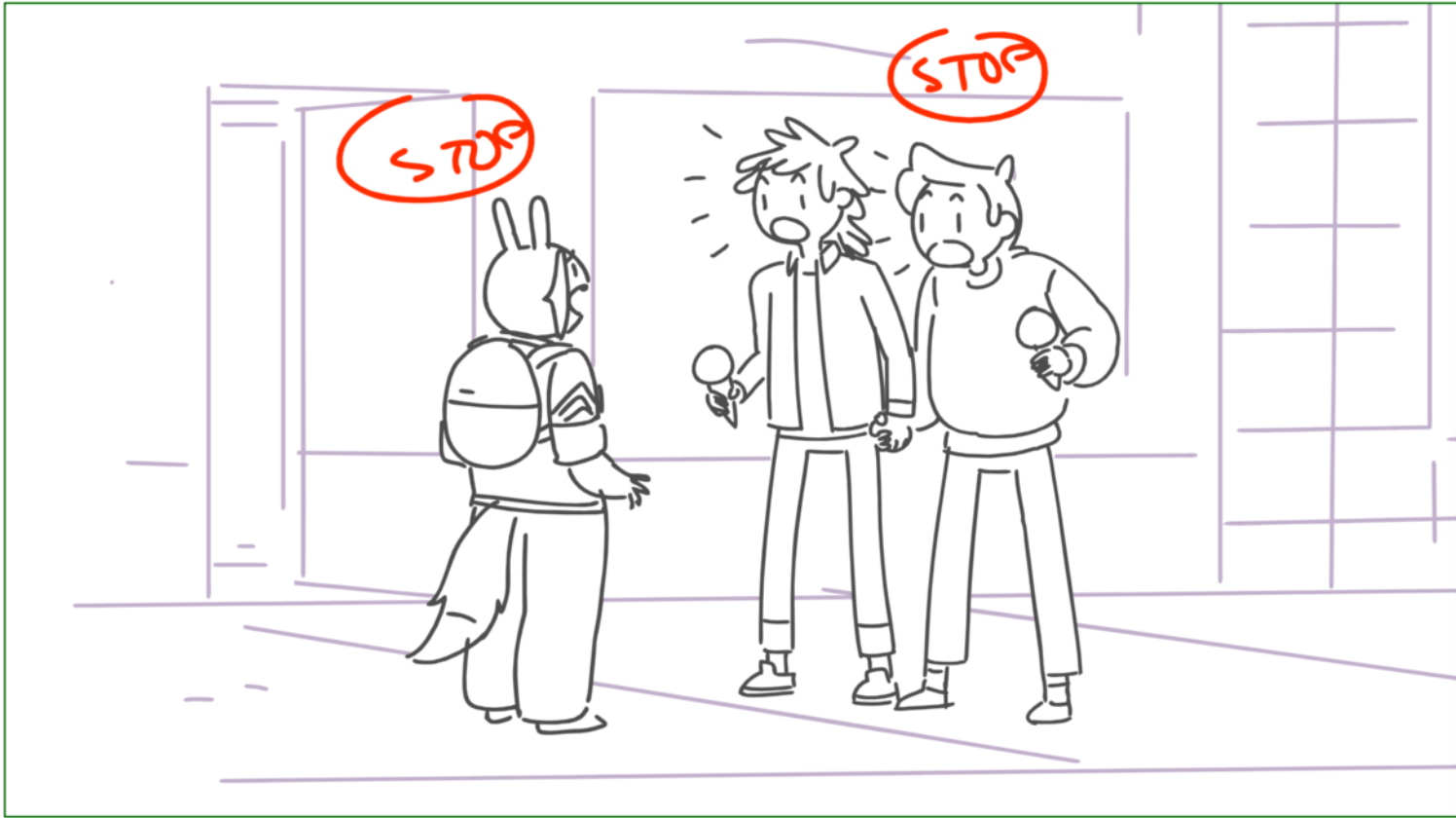


Dialog

Action Notes

FIONNA runs IN to them.

Scene	Feet : Frames	Panel / Total	Feet : Frames
22	00:05	3 / 5	00:01



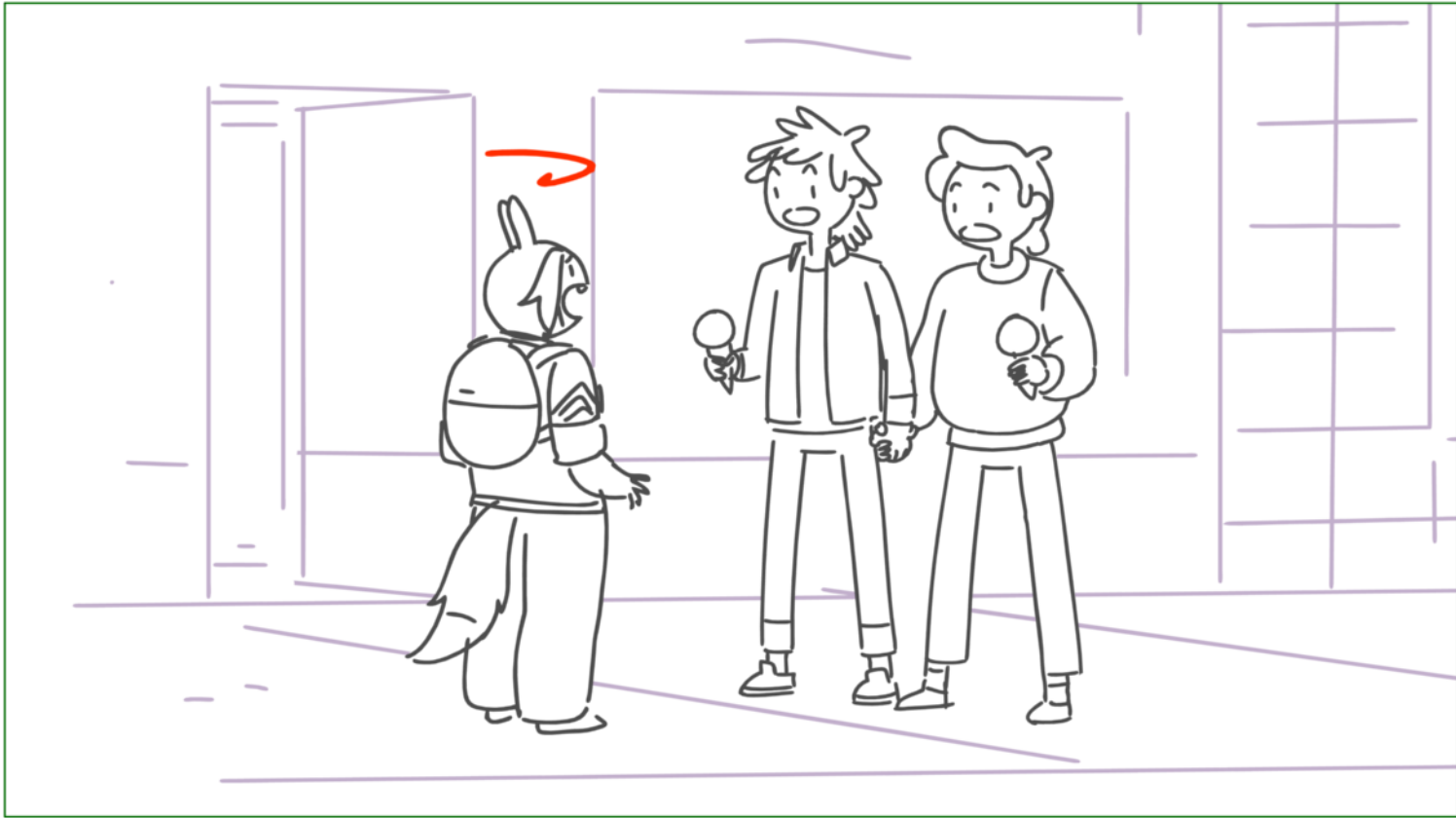
Dialog

M & G:  
(gasp)

Action Notes

CAM STOP as FIONNA stops  
M and G see FIONNA and gasp, surprised

Scene	Feet : Frames	Panel / Total	Feet : Frames
22	00:05	4 / 5	00:01



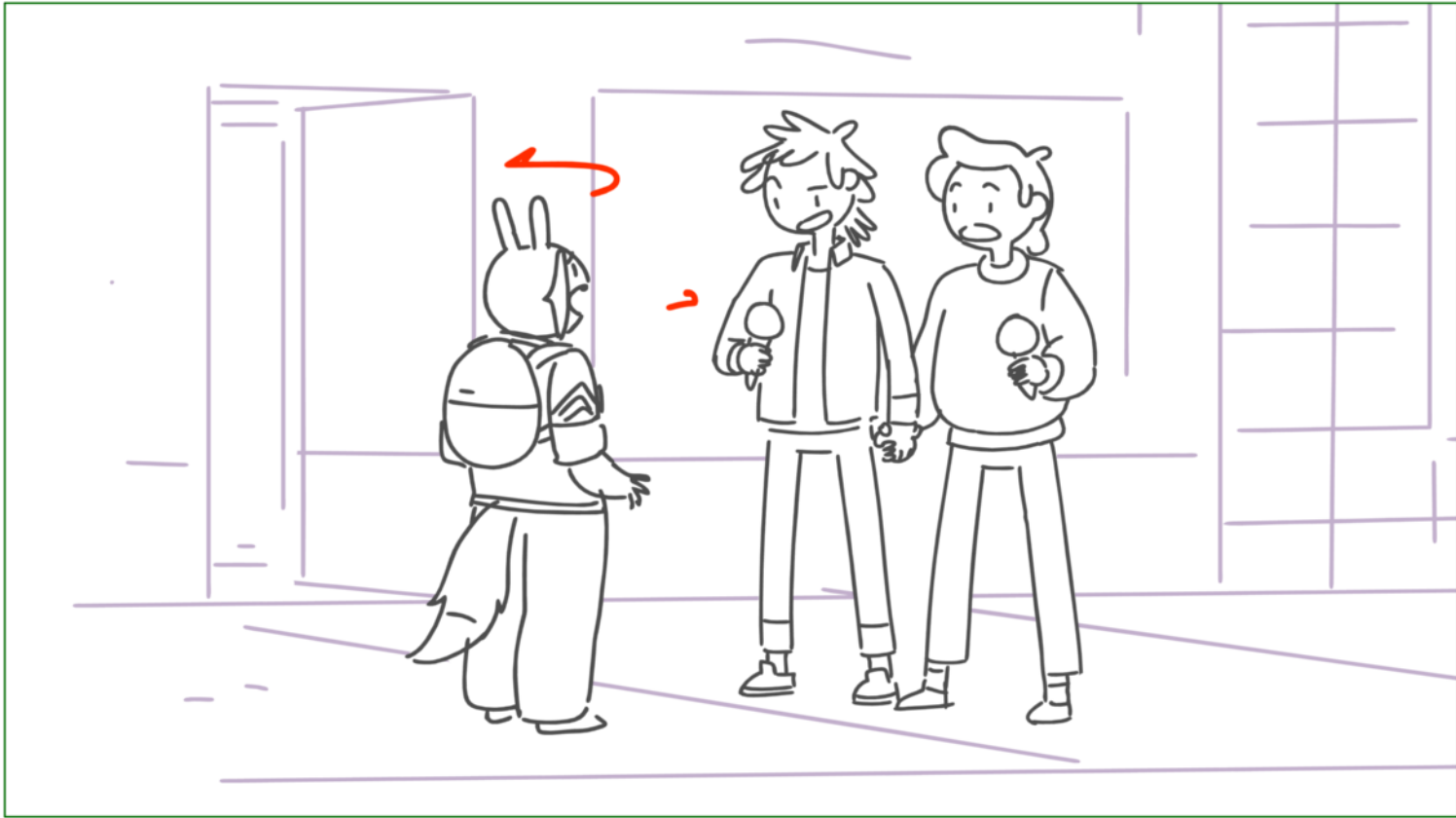
Dialog

GARY:  
FIONNA!

Action Notes

FIONNA looks back and forth at MARSHALL and GARY

Scene	Feet : Frames	Panel / Total	Feet : Frames
22	00:05	5 / 5	00:01



Dialog

**ML:**

Cool threads. You been thrifting?

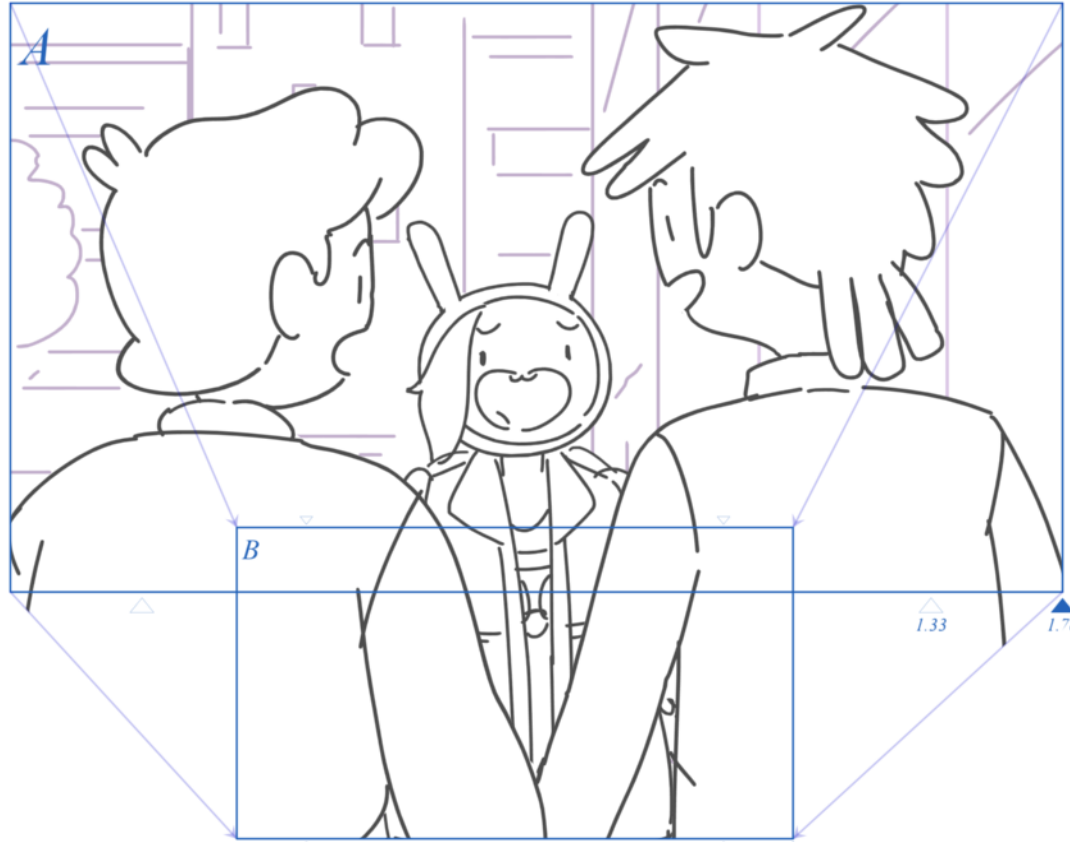
Action Notes

Scene Layout

23

Feet : Frames

00:09



Dialog

F:  
What...

Action Notes

CAM ADJ with FIONNA standing back up

Scene	Feet : Frames	Panel / Total	Feet : Frames
23	00:09	1 / 9	00:01



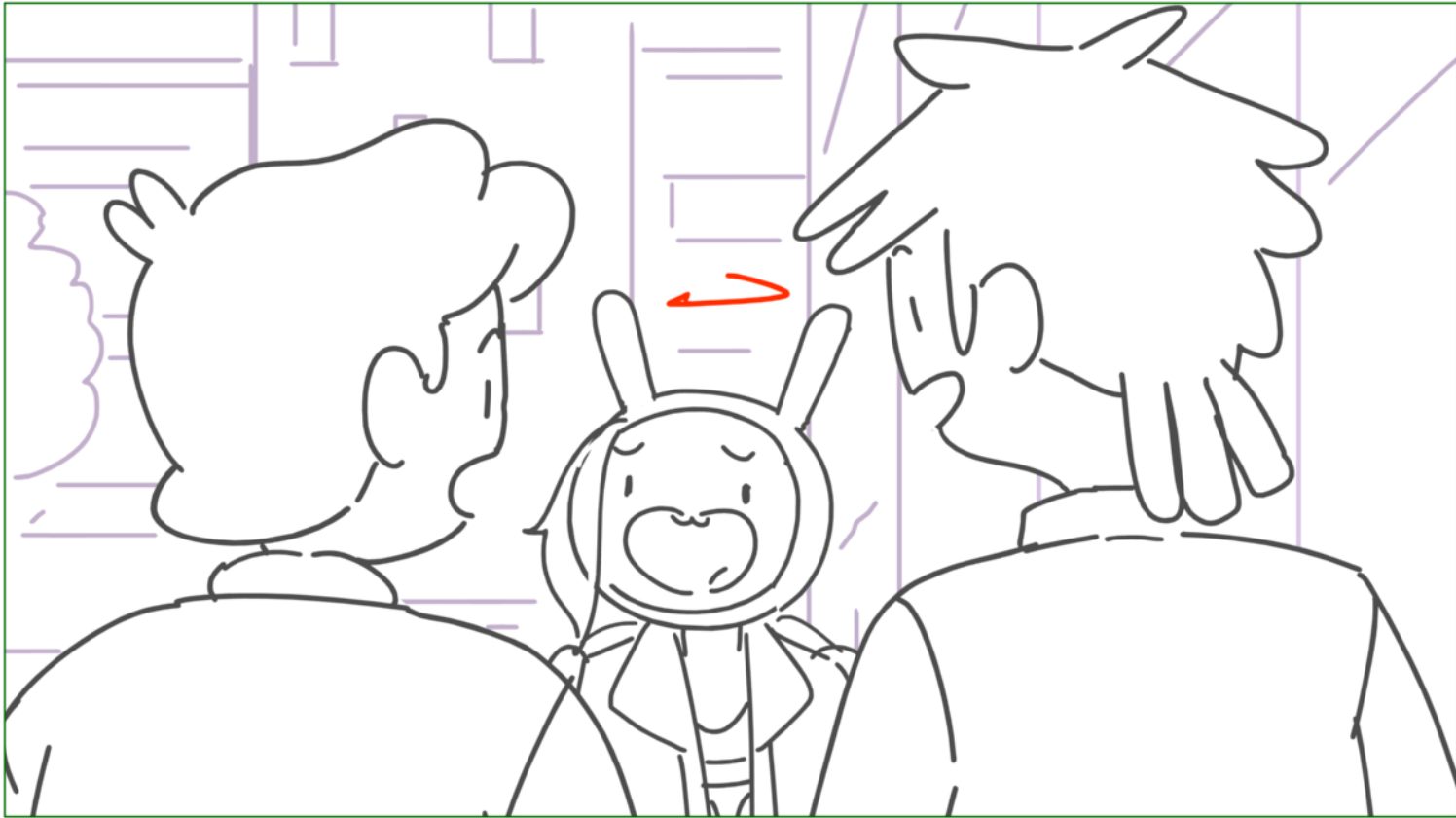
Dialog

F:  
What...

Action Notes

CAM ADJ with FIONNA standing back up

Scene	Feet : Frames	Panel / Total	Feet : Frames
23	00:09	2 / 9	00:01



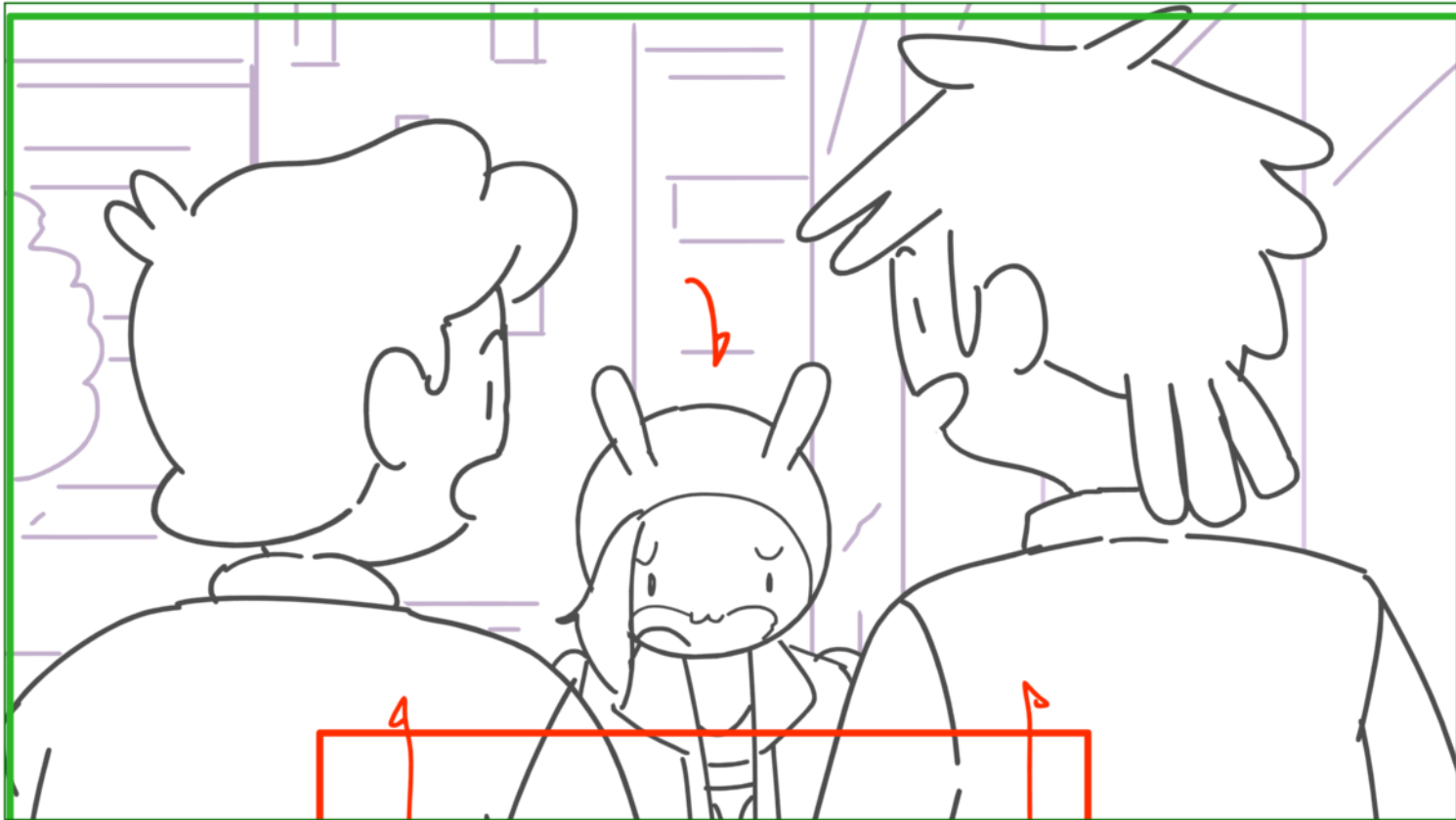
Dialog

F:  
... what...

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
23	00:09	3 / 9	00:01

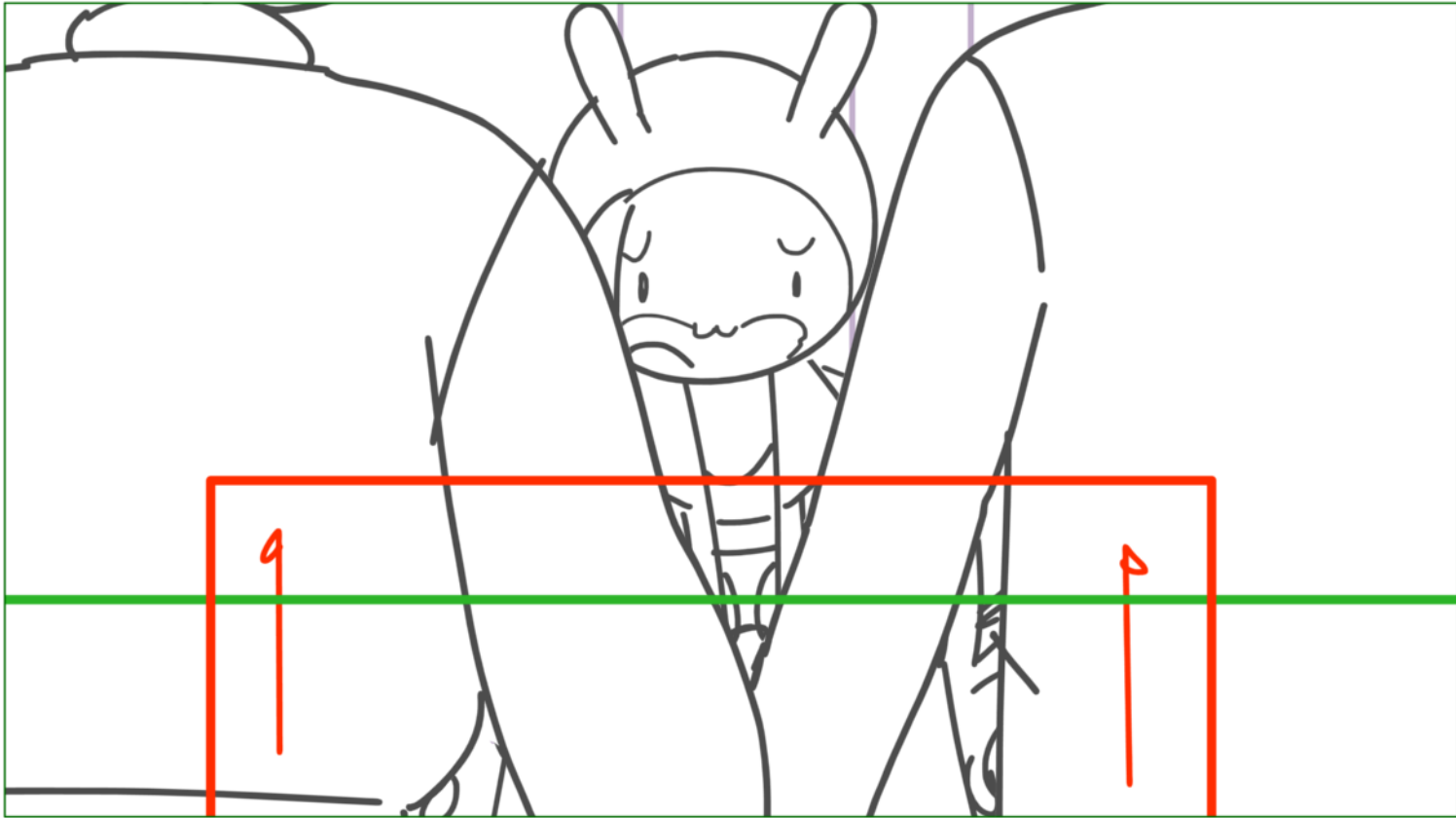


Dialog

Action Notes

CAM ADJ DOWN with TILT UP  
(ADJUST CAM SOUTH, bi pack OL of GARY and MARSHALL NORTH)

Scene	Feet : Frames	Panel / Total	Feet : Frames
23	00:09	4 / 9	00:01

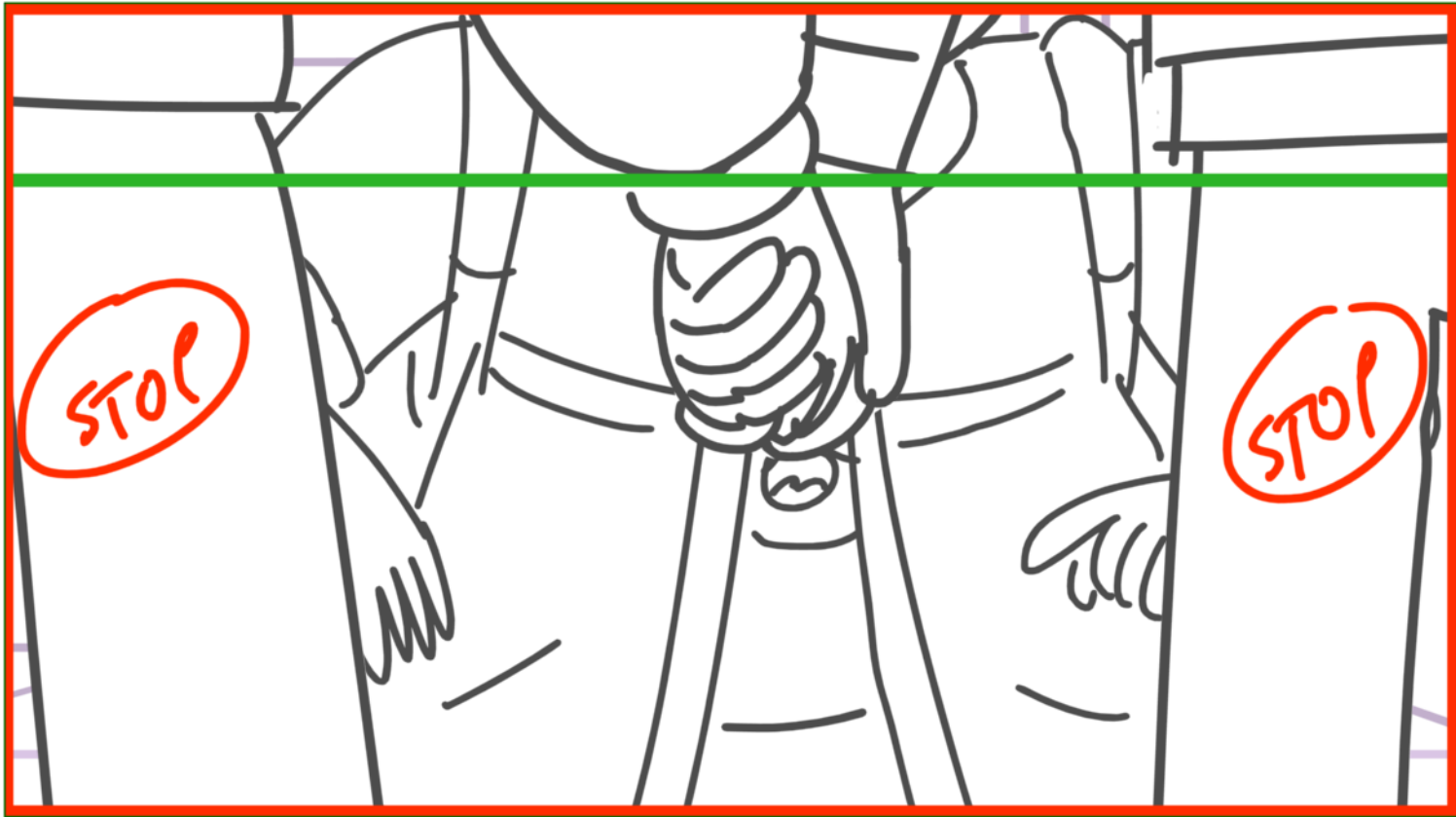


Dialog

Action Notes

ADJ DOWN

Scene	Feet : Frames	Panel / Total	Feet : Frames
23	00:09	5 / 9	00:01

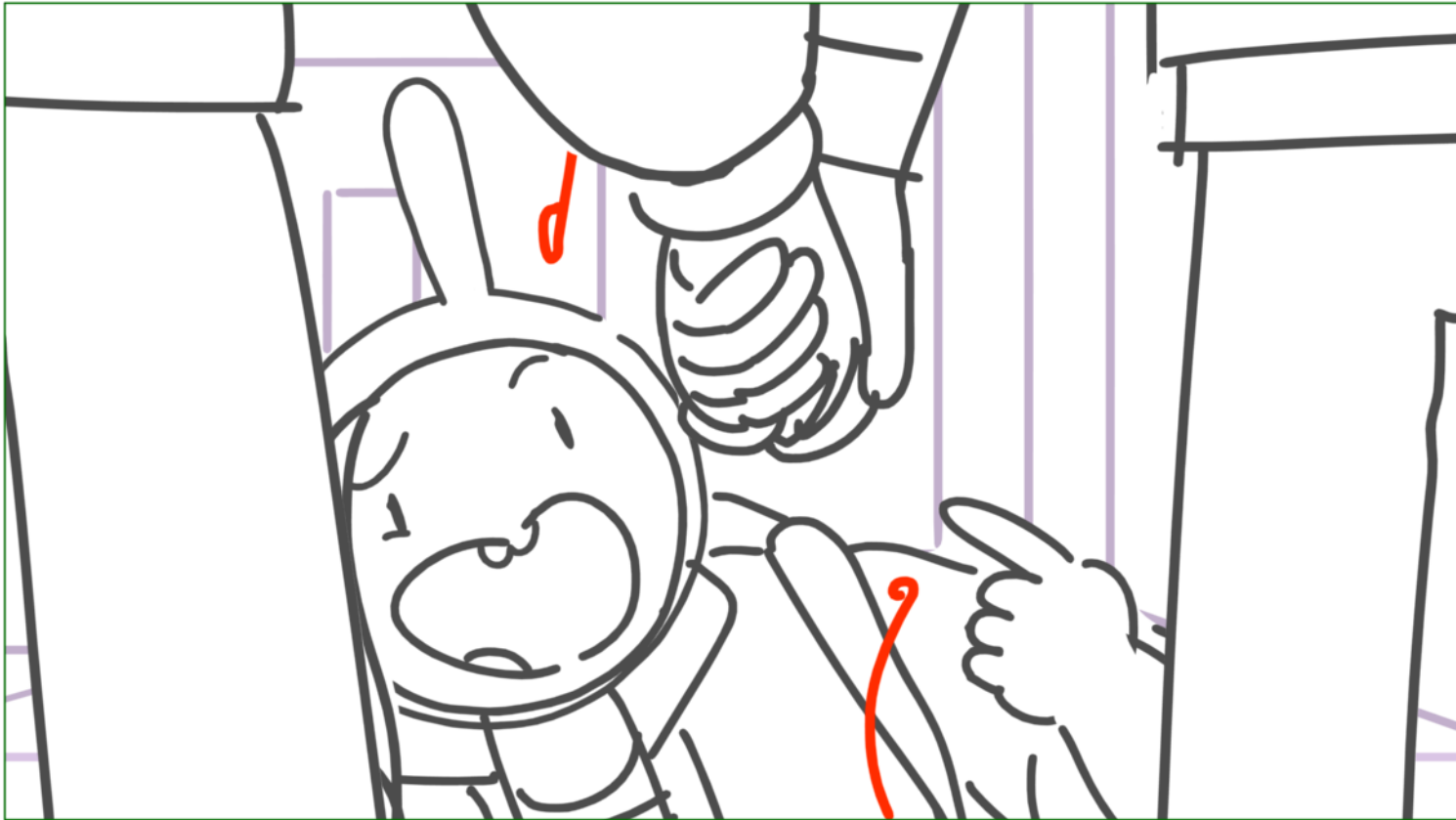


Dialog

Action Notes

ADJ DOWN cont  
FIONNA crouches down

Scene	Feet : Frames	Panel / Total	Feet : Frames
23	00:09	6 / 9	00:01



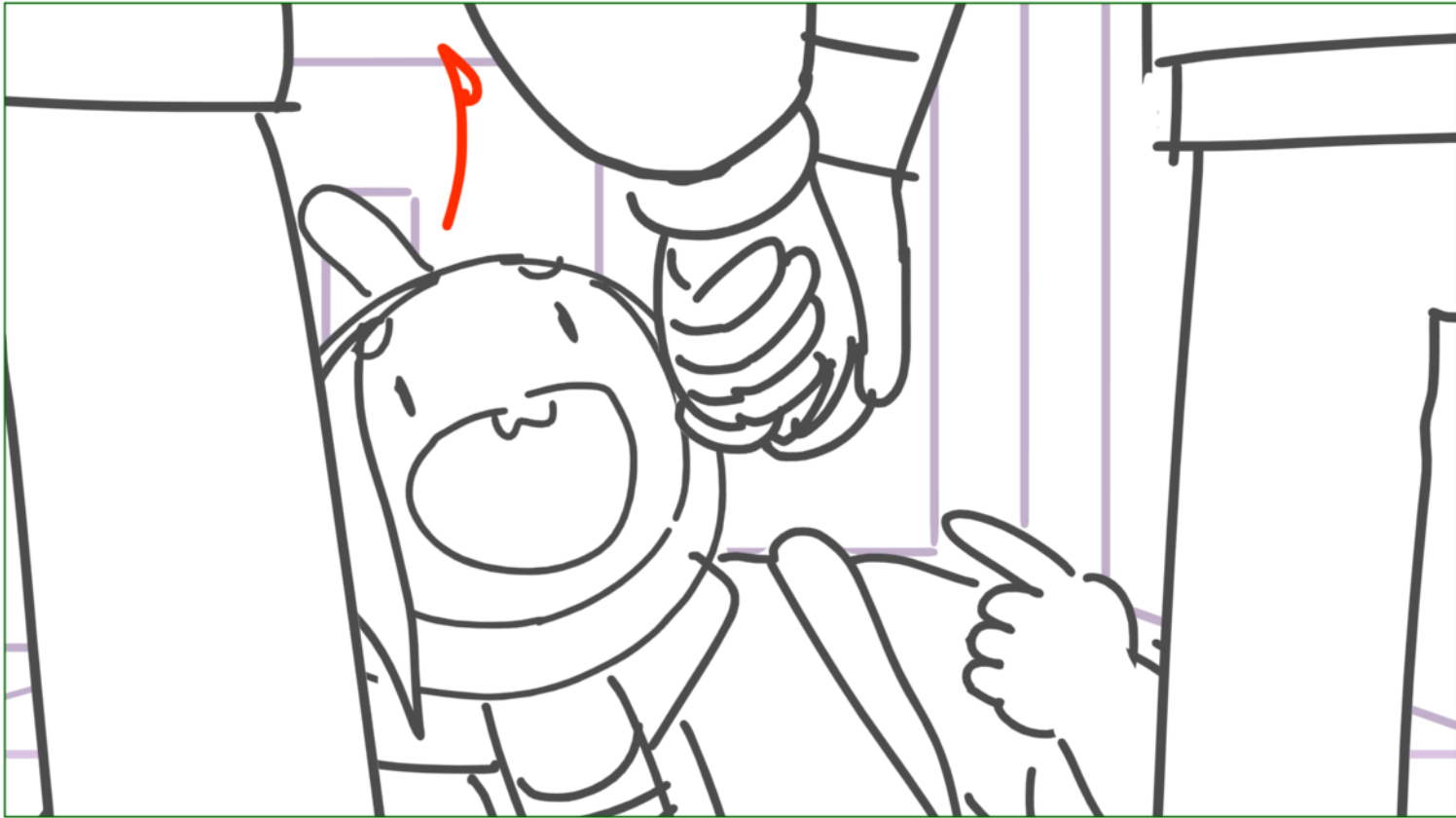
Dialog

F (excited):  
... What is this?!

Action Notes

FIONNA bends down and points at G and ML holding hands.

Scene	Feet : Frames	Panel / Total	Feet : Frames
23	00:09	7 / 9	00:01

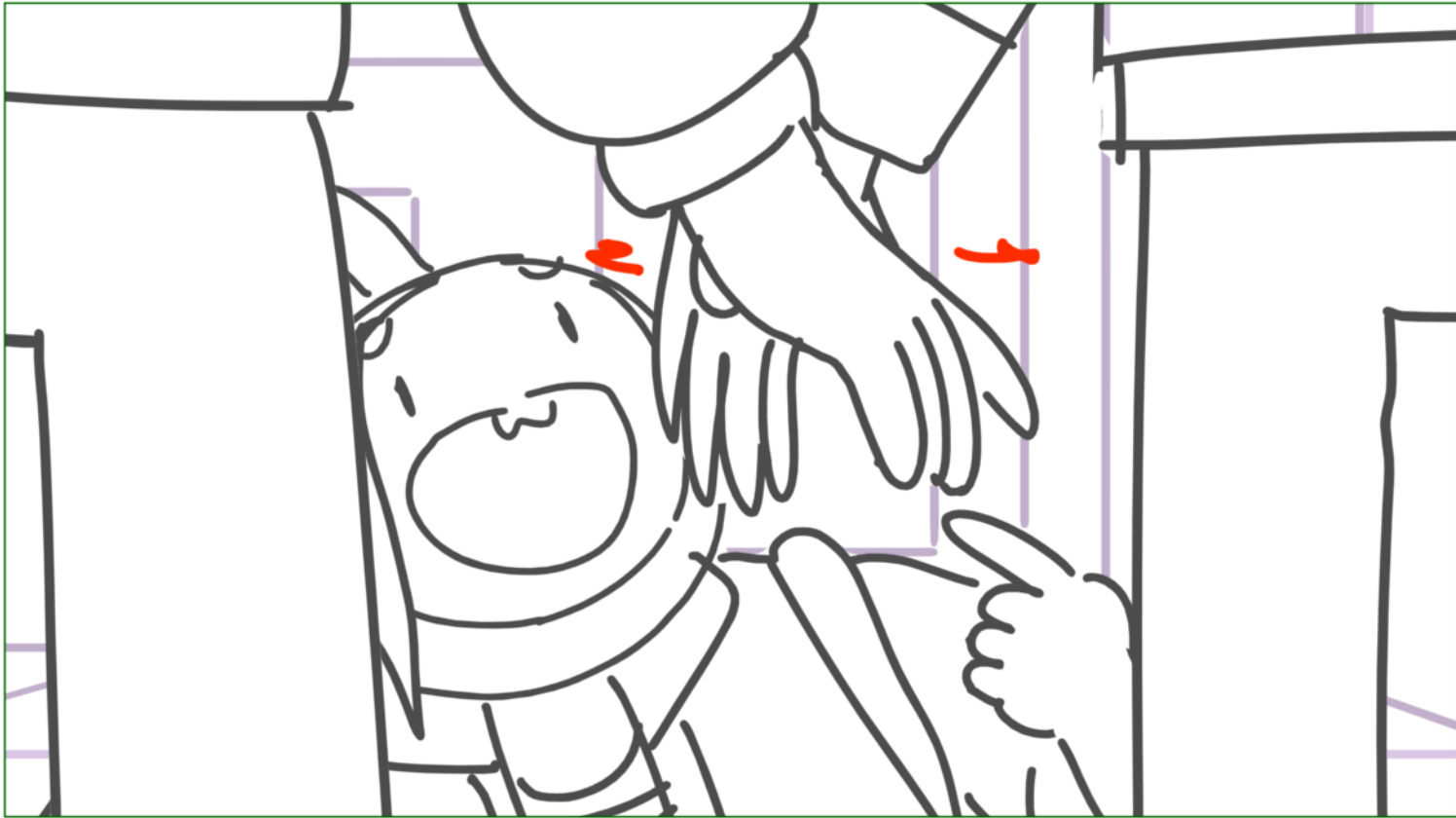


Dialog

Action Notes

she looks up to their faces 0/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
23	00:09	8 / 9	00:01

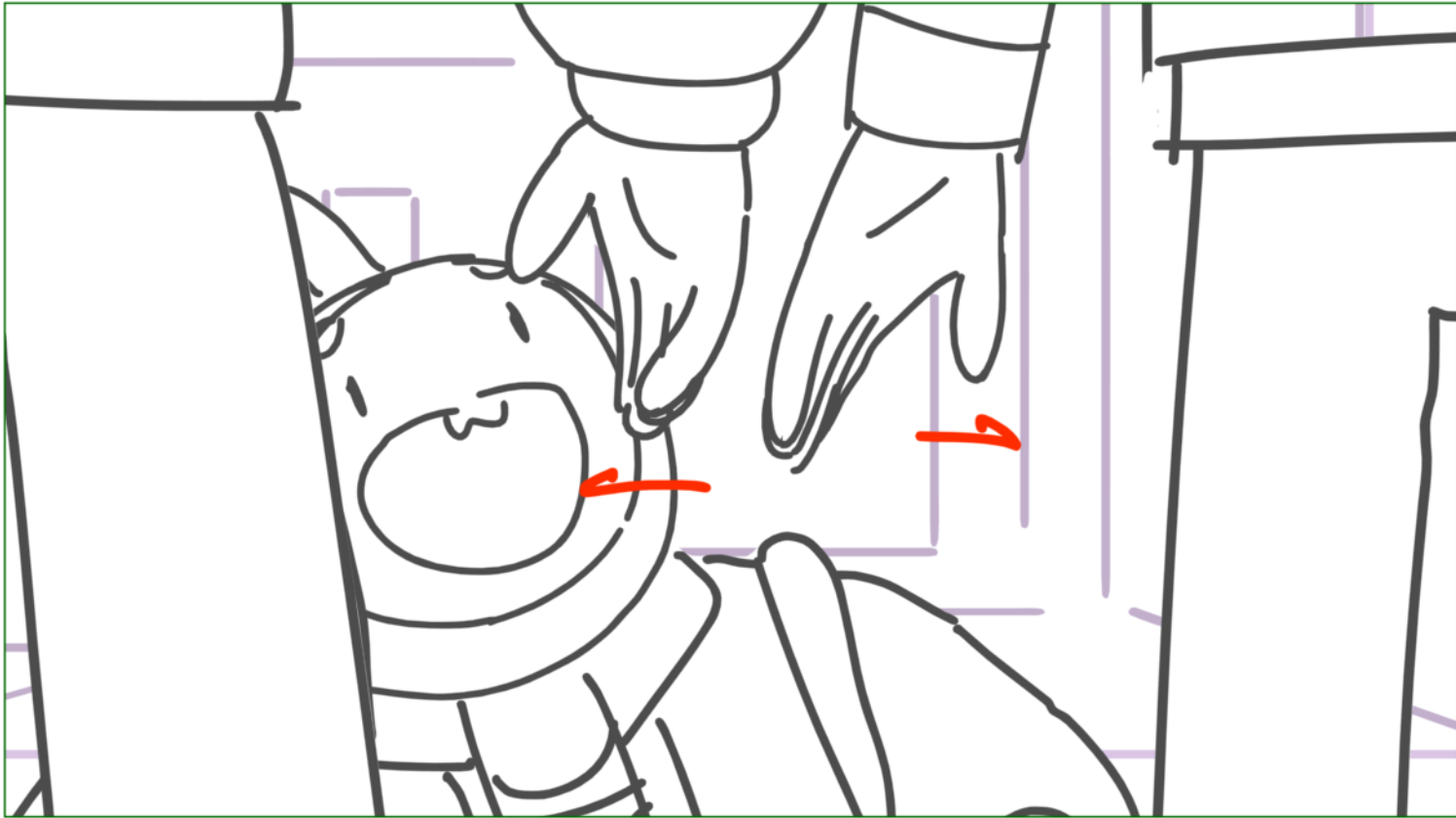


Dialog

Action Notes

G and M unclasp hands

Scene	Feet : Frames	Panel / Total	Feet : Frames
23	00:09	9 / 9	00:01

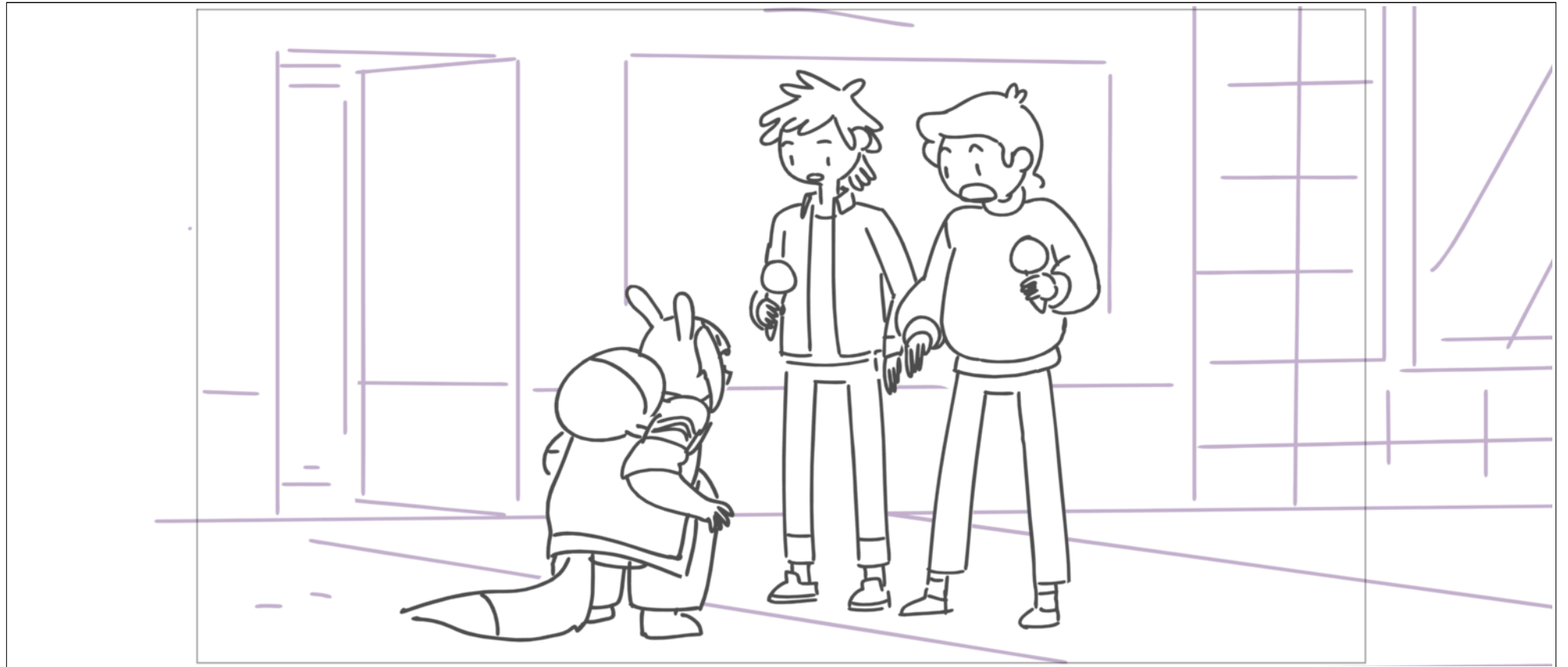


Dialog

Action Notes

G and M unclasp hands

Scene	Feet : Frames	Panel / Total	Feet : Frames
24	00:03	1 / 3	00:01



Dialog

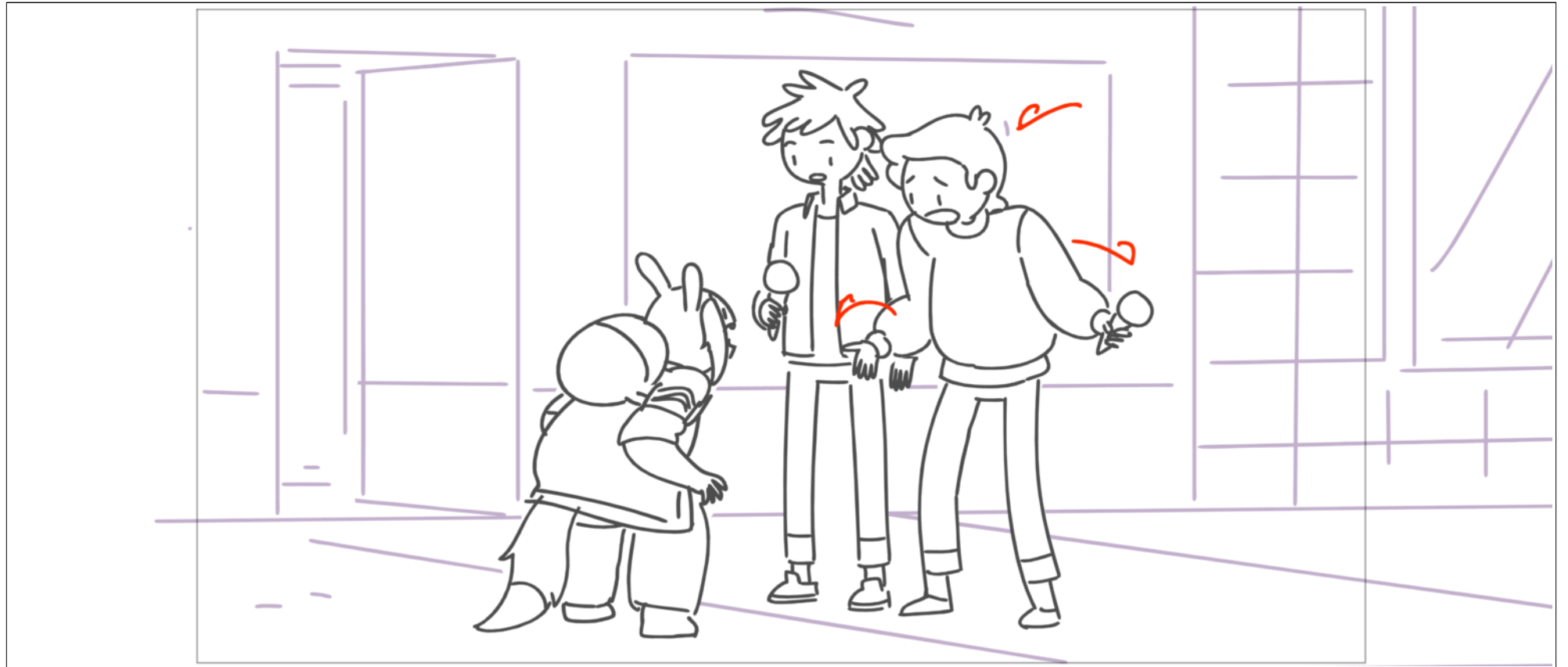
GARY:  
Fionna,

Action Notes

H/U FIONNA, GARY and MARSHALL



Scene	Feet : Frames	Panel / Total	Feet : Frames
24	00:03	2 / 3	00:01



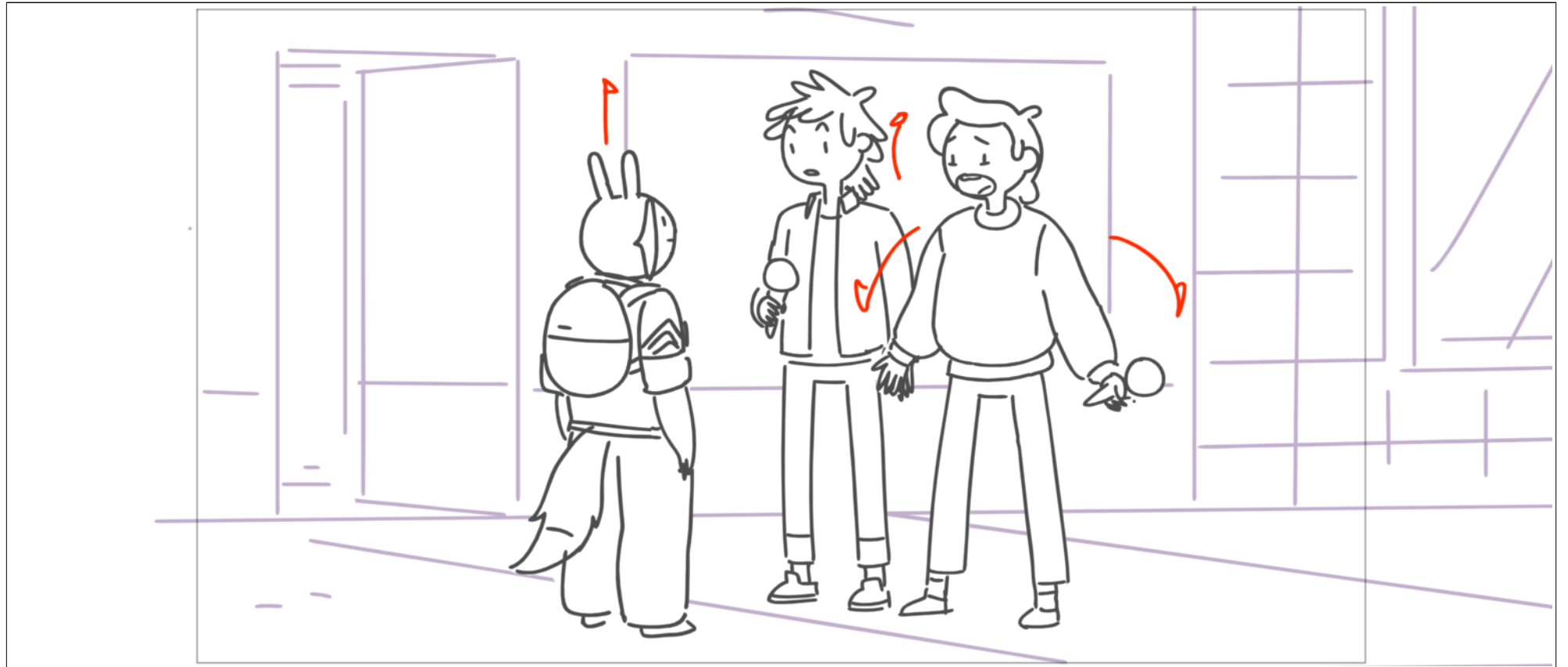
Dialog

**GARY:**  
... where have you been?!

Action Notes

GARY gestures

Scene	Feet : Frames	Panel / Total	Feet : Frames
24	00:03	3 / 3	00:01



Dialog

G:  
You just disappeared!

Action Notes

FIONNA stands.

Scene Layout	Feet : Frames
25	00:08



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
25	00:08	1 / 8	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
25	00:08	2 / 8	00:01



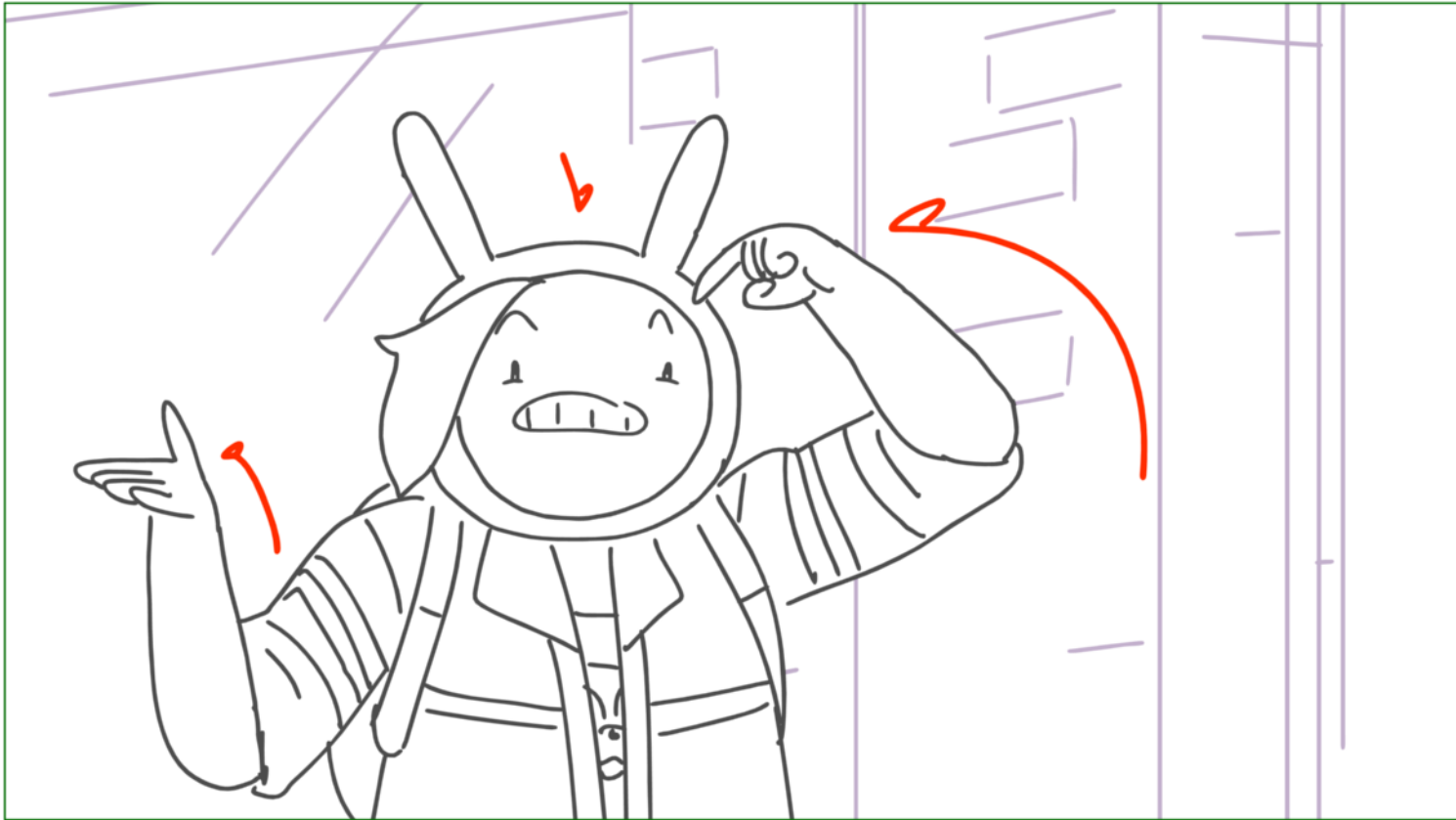
Dialog

F:  
Okay, this is gonna blow your mind...

Action Notes

F gestures hands IN

Scene	Feet : Frames	Panel / Total	Feet : Frames
25	00:08	3 / 8	00:01



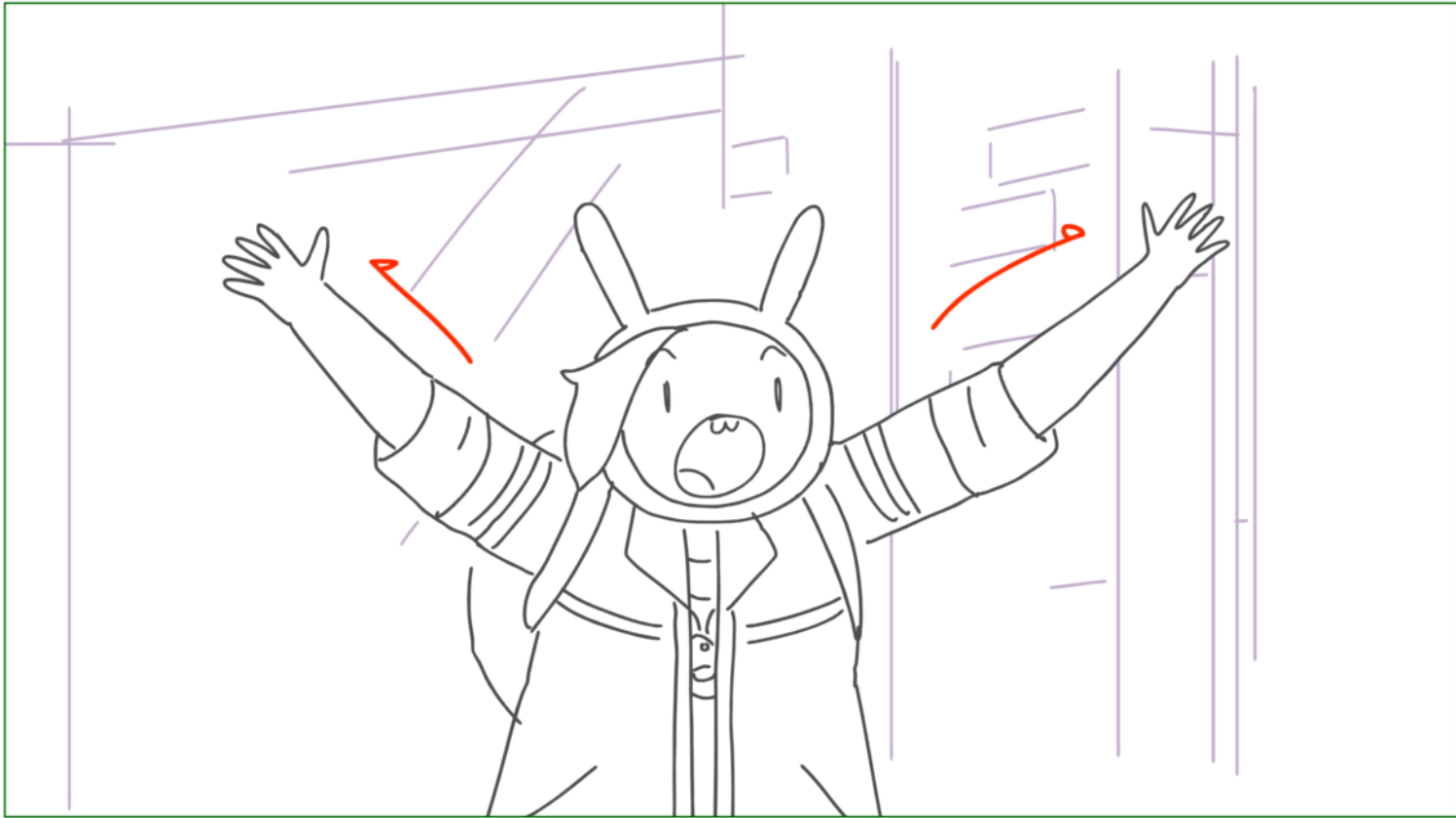
Dialog

F:  
... but our whole world is inside this guy Simon's head...

Action Notes

she points at her head

Scene	Feet : Frames	Panel / Total	Feet : Frames
25	00:08	4 / 8	00:01



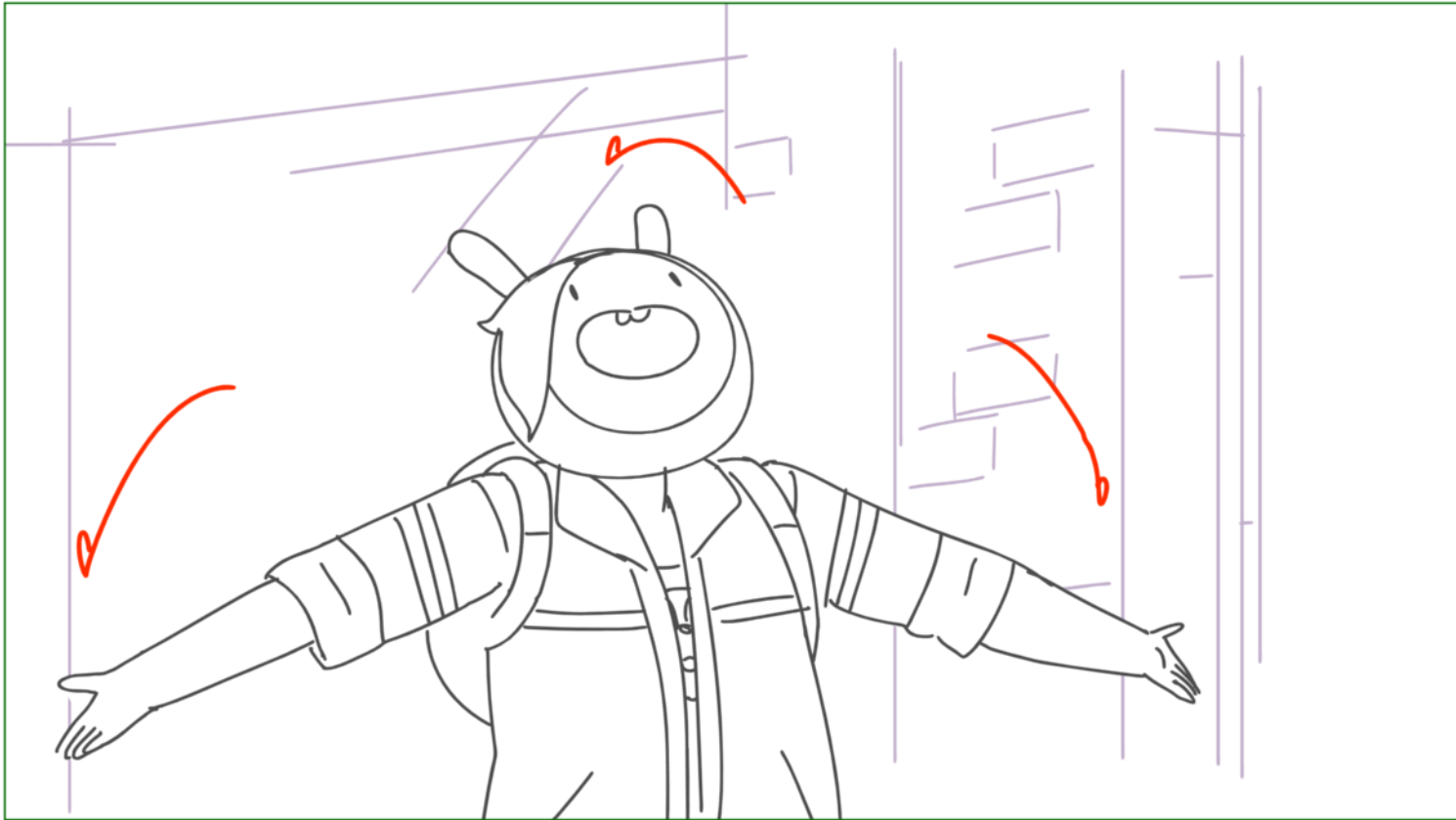
Dialog

F:  
... and everything we know...

Action Notes

CAM TRK OUT and gestures excitedly

Scene	Feet : Frames	Panel / Total	Feet : Frames
25	00:08	5 / 8	00:01



Dialog

F:  
... is is about to turn crazy magical!

Action Notes

she looks to the sky



Scene	Feet : Frames	Panel / Total	Feet : Frames
25	00:08	6 / 8	00:01



Dialog

Action Notes

expactantly waits

Scene	Feet : Frames	Panel / Total	Feet : Frames
25	00:08	7 / 8	00:01

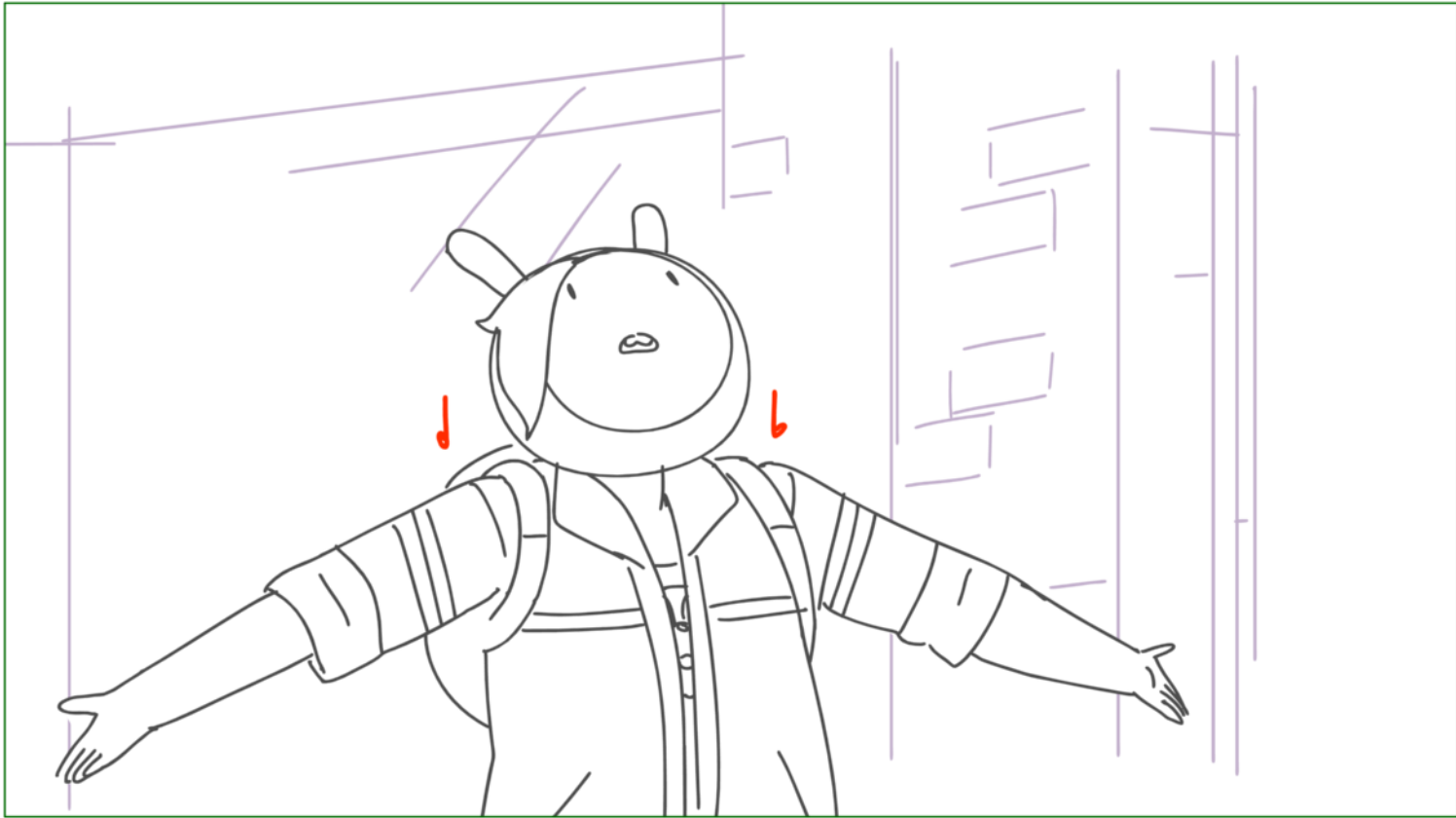


Dialog

Action Notes

beat

Scene	Feet : Frames	Panel / Total	Feet : Frames
25	00:08	8 / 8	00:01



Dialog

Action Notes

her excitement fades

Scene	Feet : Frames	Panel / Total	Feet : Frames
26	00:02	1 / 2	00:01

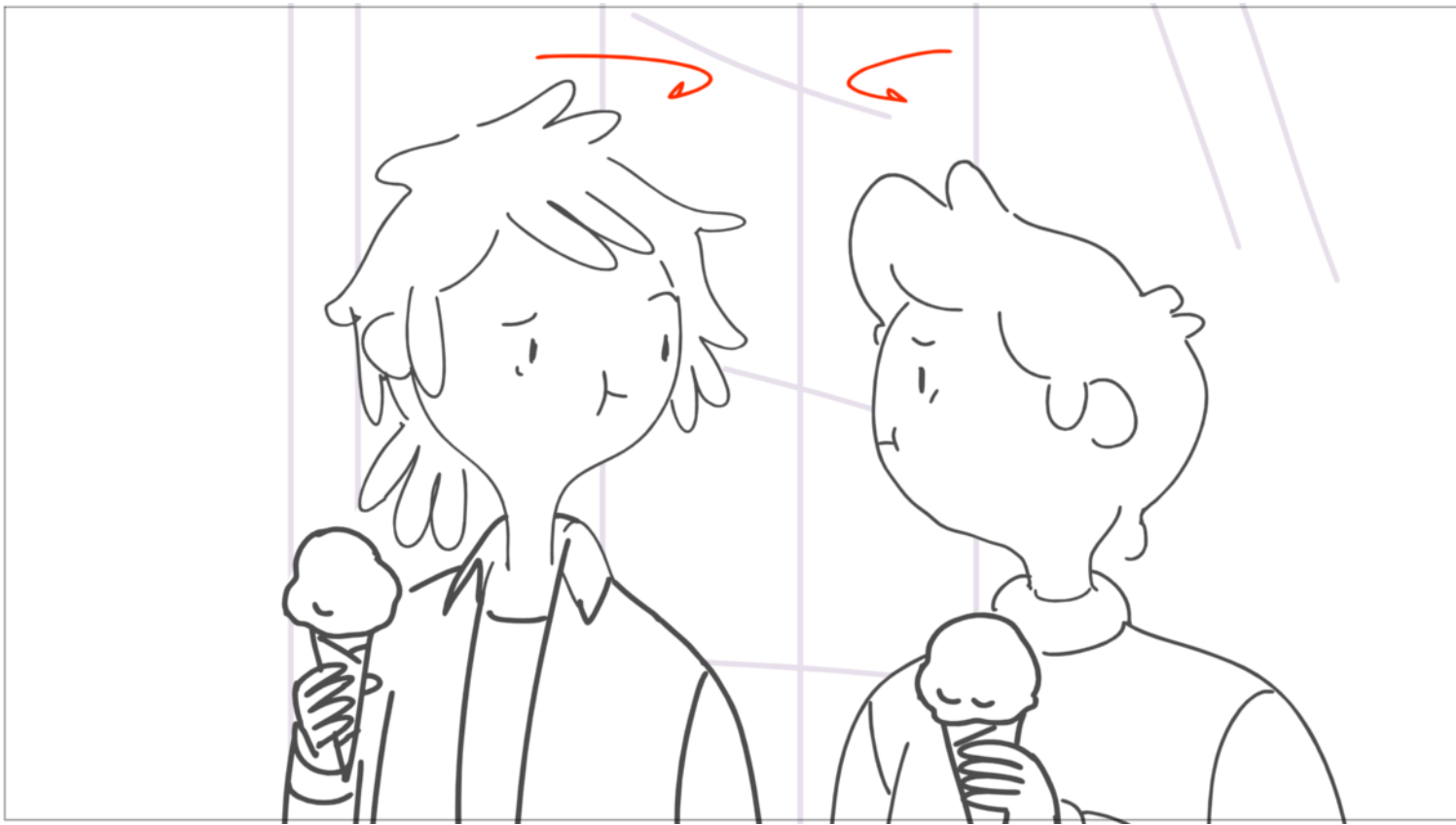


Dialog

Action Notes

M and G are dubious

Scene	Feet : Frames	Panel / Total	Feet : Frames
26	00:02	2 / 2	00:01



Dialog

Action Notes

G and ML look at each other like Fiona is nuts.

Scene	Feet : Frames	Panel / Total	Feet : Frames
27	00:07	1 / 7	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
27	00:07	2 / 7	00:01



Dialog

F:  
Any second now...

Action Notes

FIONNA closes her hands, gesturing hopefully for the change to happen

Scene	Feet : Frames	Panel / Total	Feet : Frames
27	00:07	3 / 7	00:01



Dialog

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
27	00:07	4 / 7	00:01

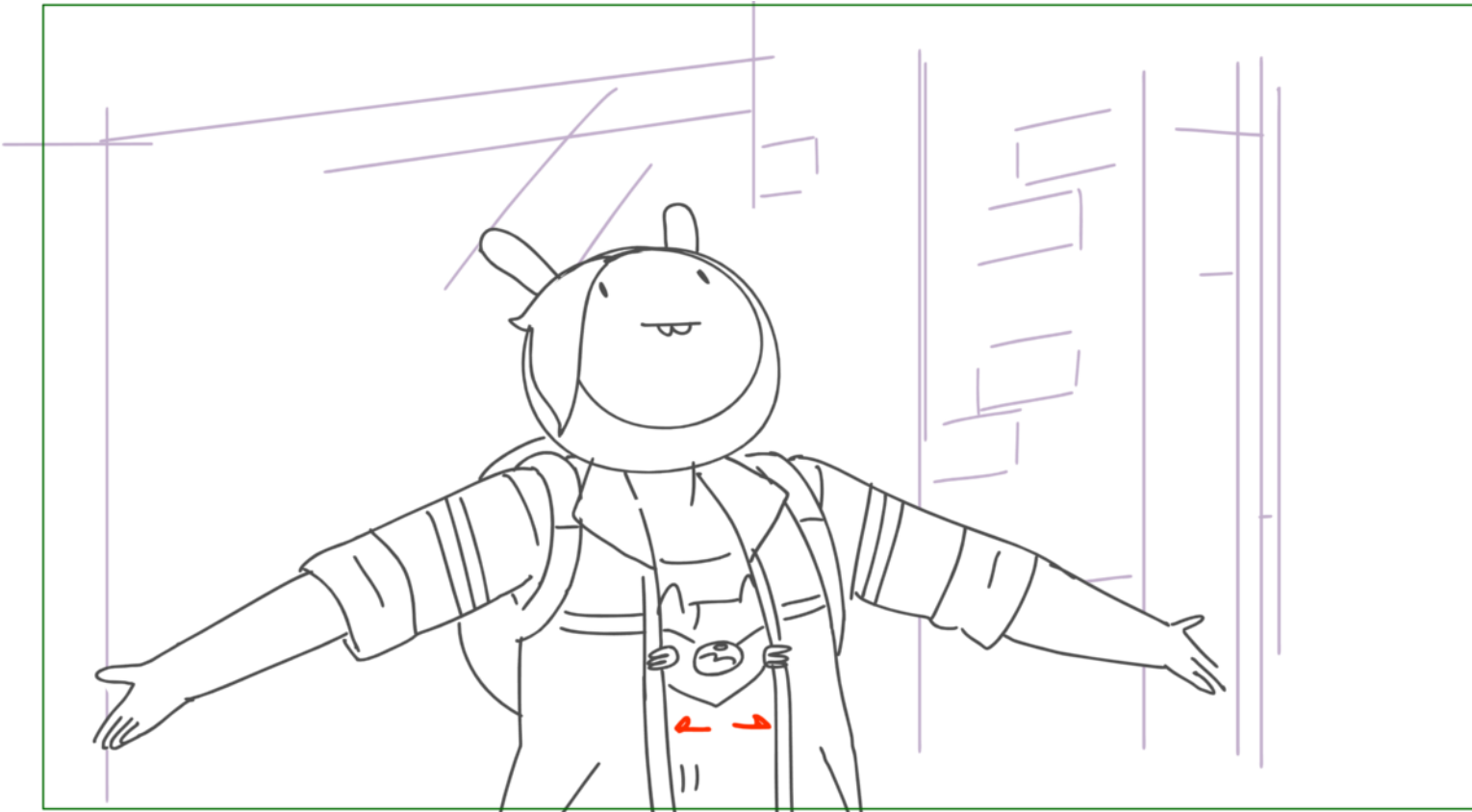


Dialog

Action Notes

CAKE's hands come IN from inside FIONNA's jacket

Scene	Feet : Frames	Panel / Total	Feet : Frames
27	00:07	5 / 7	00:01

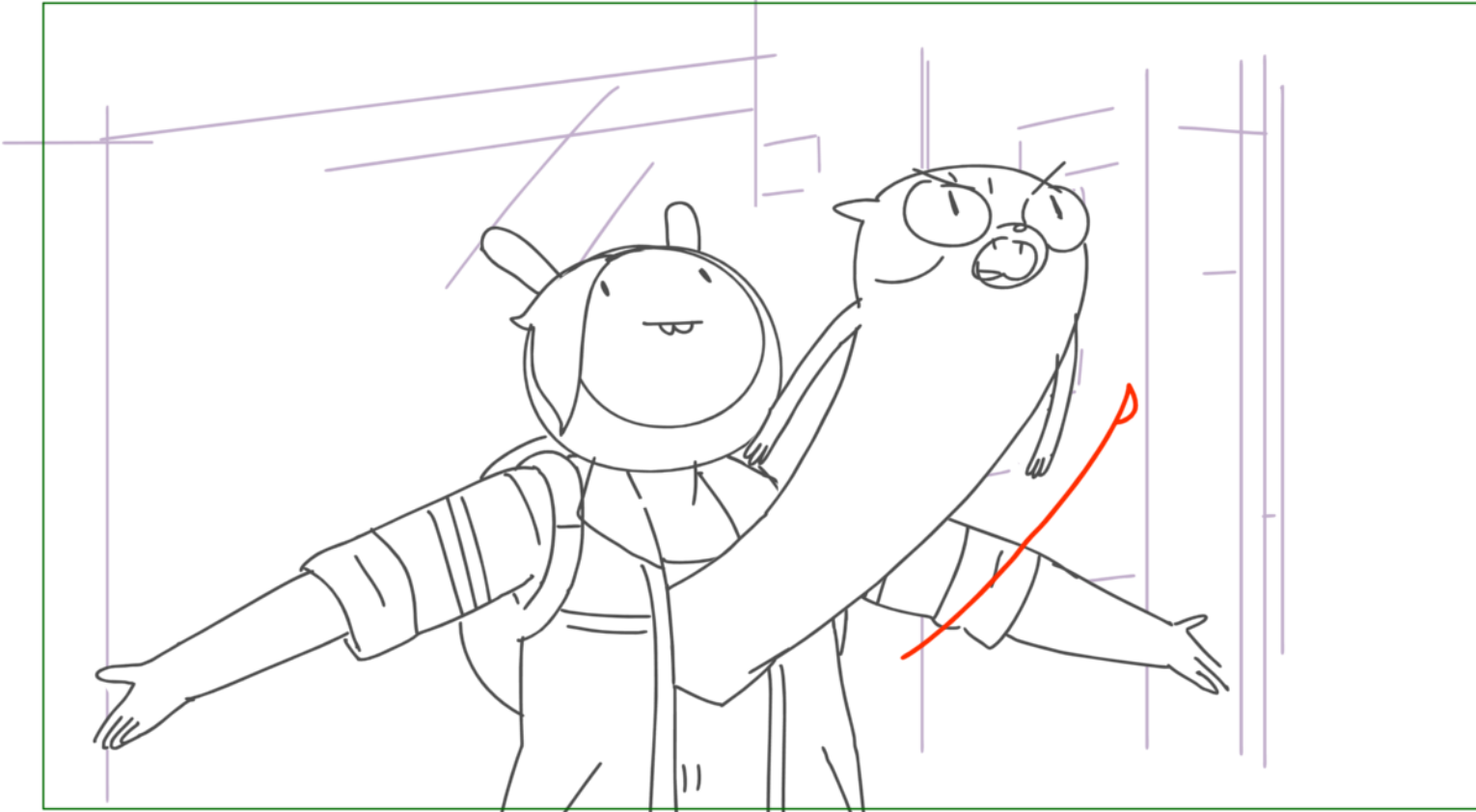


Dialog

Action Notes

CAKE opens FIONNA's jacket, and bursts out

Scene	Feet : Frames	Panel / Total	Feet : Frames
27	00:07	6 / 7	00:01



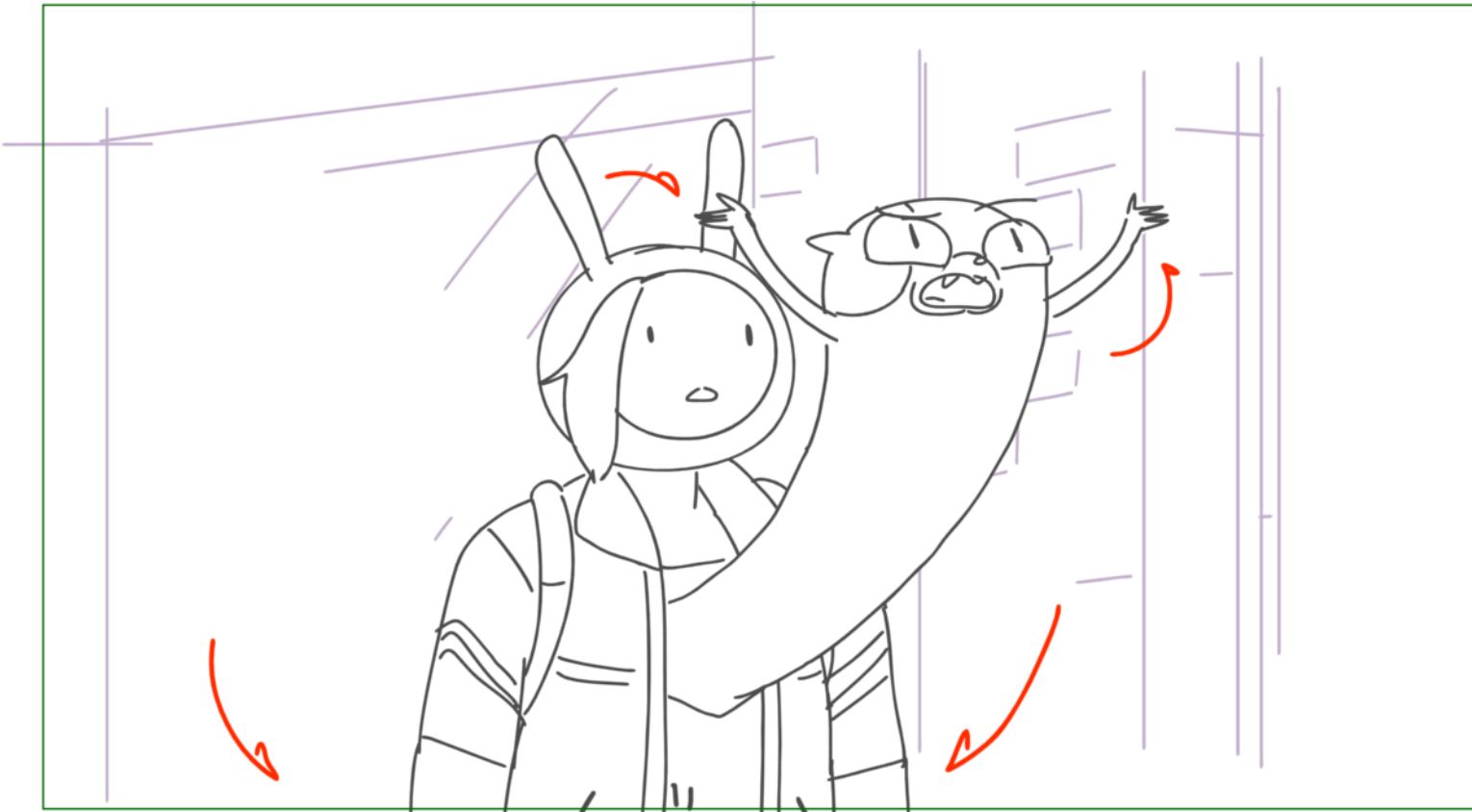
Dialog

C:  
Simon!

Action Notes

SFX: stretch  
CAKE bursts out

Scene	Feet : Frames	Panel / Total	Feet : Frames
27	00:07	7 / 7	00:01



Dialog

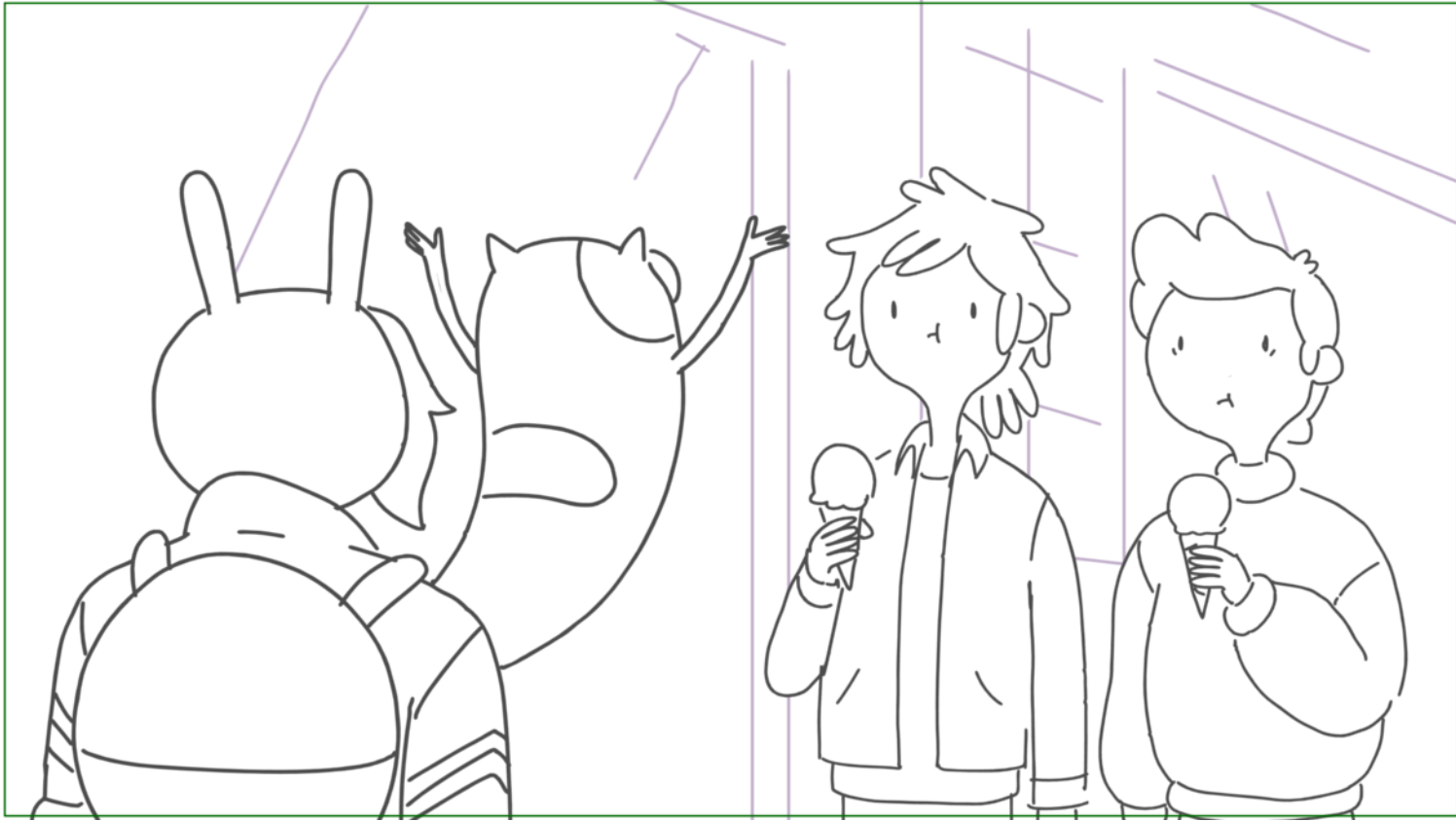
C:

What's the hold up?!

Action Notes

she cries out to the sky, appealing to Simon.  
FIONNA looks at CAKE and lowers her hands

Scene	Feet : Frames	Panel / Total	Feet : Frames
28	00:03	1 / 3	00:01



Dialog

Action Notes

H/U FIONNA and CAKE.  
GARY and MARSHALL are dumbstruck

Scene	Feet : Frames	Panel / Total	Feet : Frames
28	00:03	2 / 3	00:01



Dialog

Action Notes

G and ML spit out their ice cream in surprise.

Scene	Feet : Frames	Panel / Total	Feet : Frames
28	00:03	3 / 3	00:01



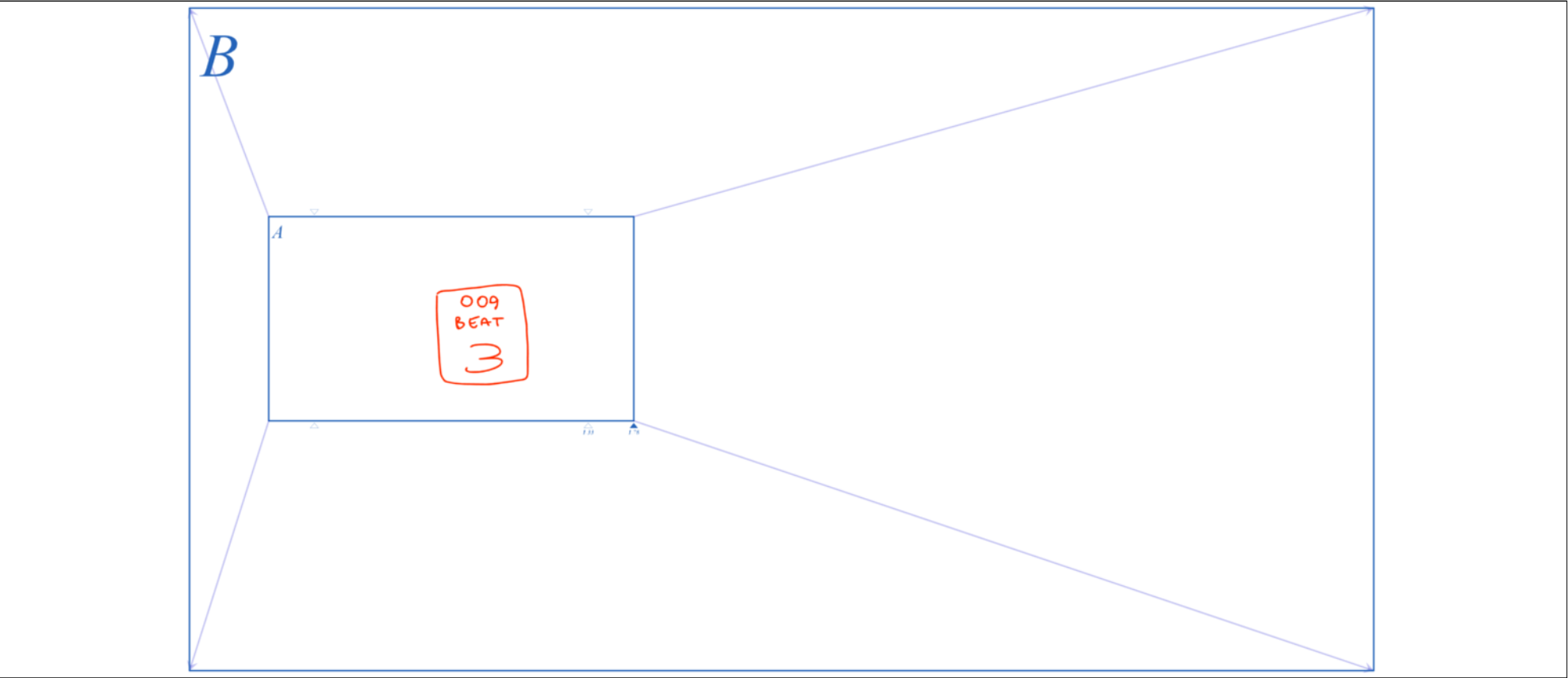
Dialog

GARY:  
(spitting ice cream)  
MARSHALL:  
(spitting ice cream)

Action Notes

CAKE puts hands on hips

Scene Layout	Feet : Frames
29	00:10



Dialog

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	1 / 10	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	2 / 10	00:01



Dialog

Action Notes

SIMON unconscious

Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	3 / 10	00:01



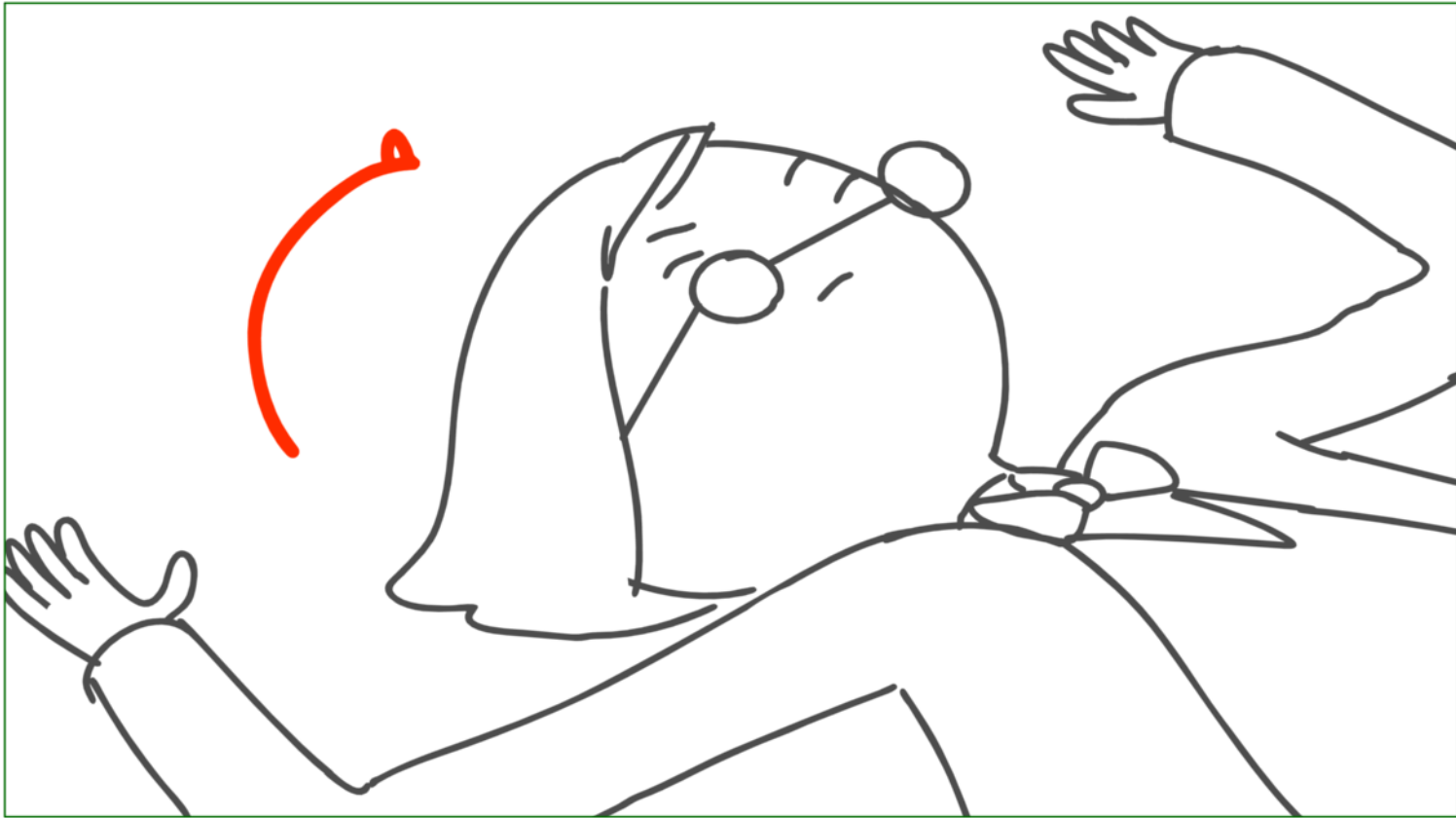
Dialog

S:  
Ugh...

Action Notes

his eyes open  
small sparkes from the back of his head

Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	4 / 10	00:01

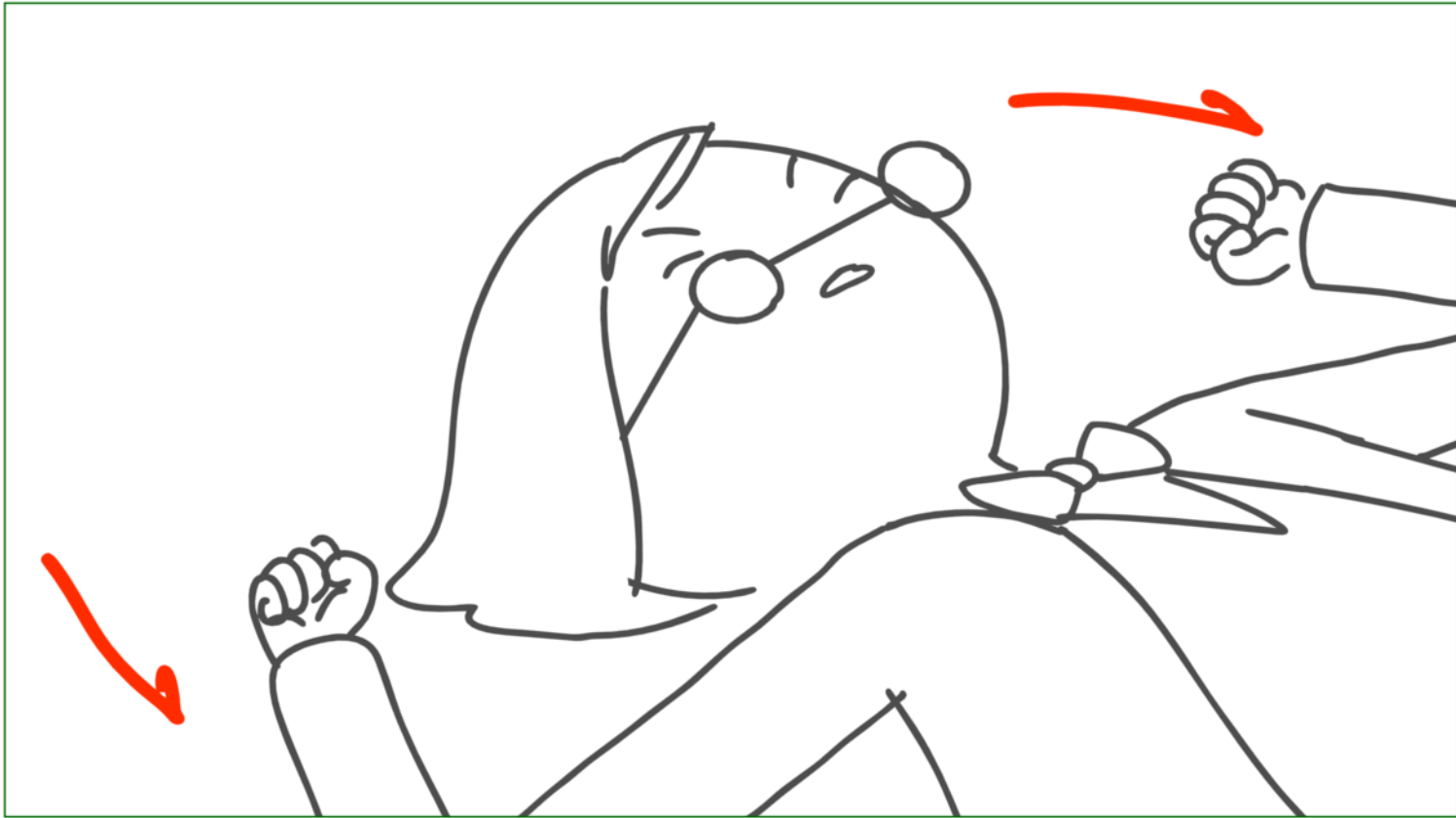


Dialog

Action Notes

he turns his head, closing his eyes in pain/discomfort

Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	5 / 10	00:01



Dialog

Action Notes

he moves to get up

Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	6 / 10	00:01

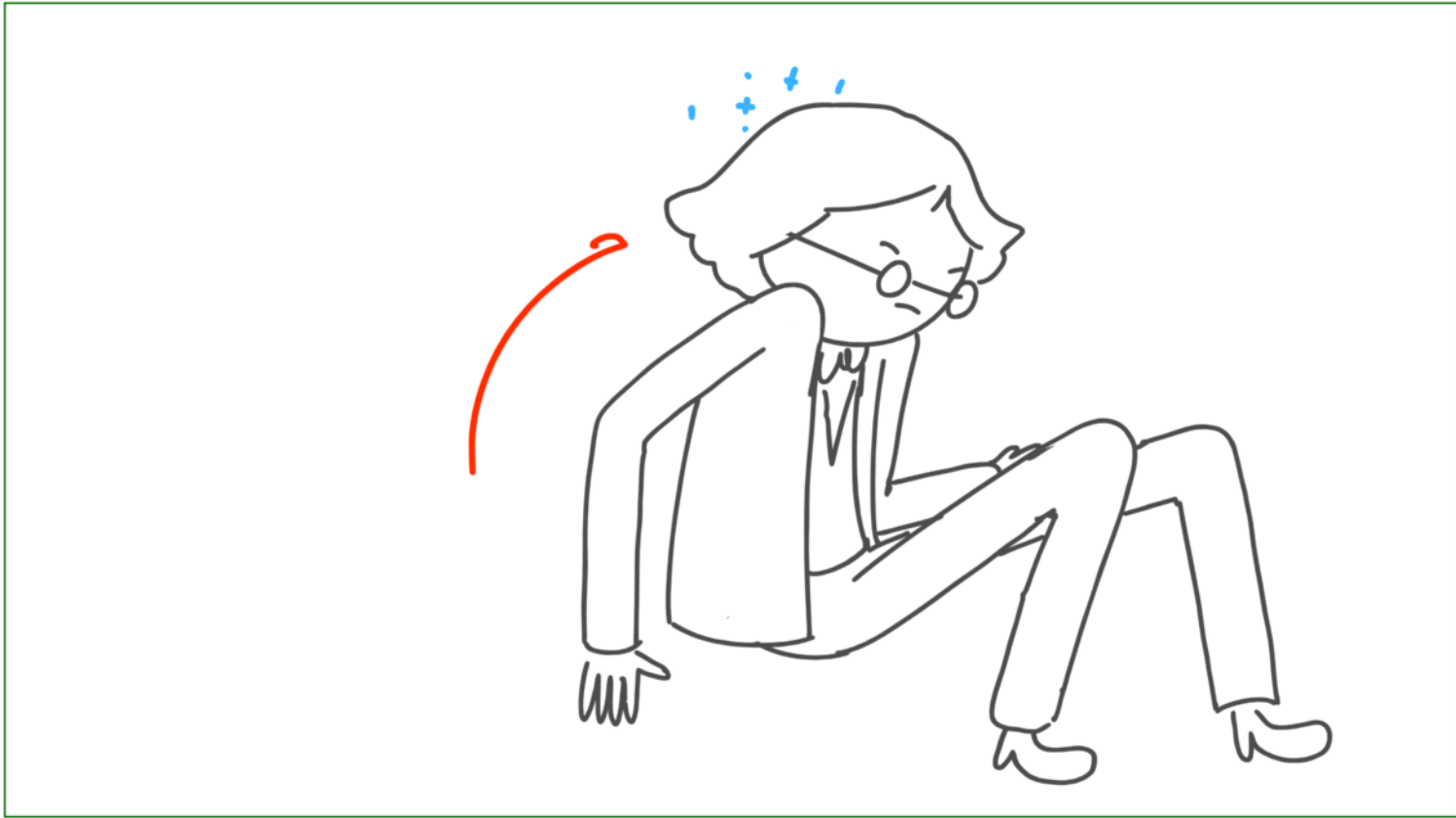


Dialog

Action Notes

CAM ADJ as SIMON sits up

Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	7 / 10	00:01



Dialog

S:  
(pained groan)

Action Notes

SIMON sits up

Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	8 / 10	00:01



Dialog

S:  
(pained groan)

Action Notes

SIMON sits up, wincing



Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	9 / 10	00:01



Dialog

S:  
(pained groan)

Action Notes

he rubs the back of his head

Scene	Feet : Frames	Panel / Total	Feet : Frames
29	00:10	10 / 10	00:01



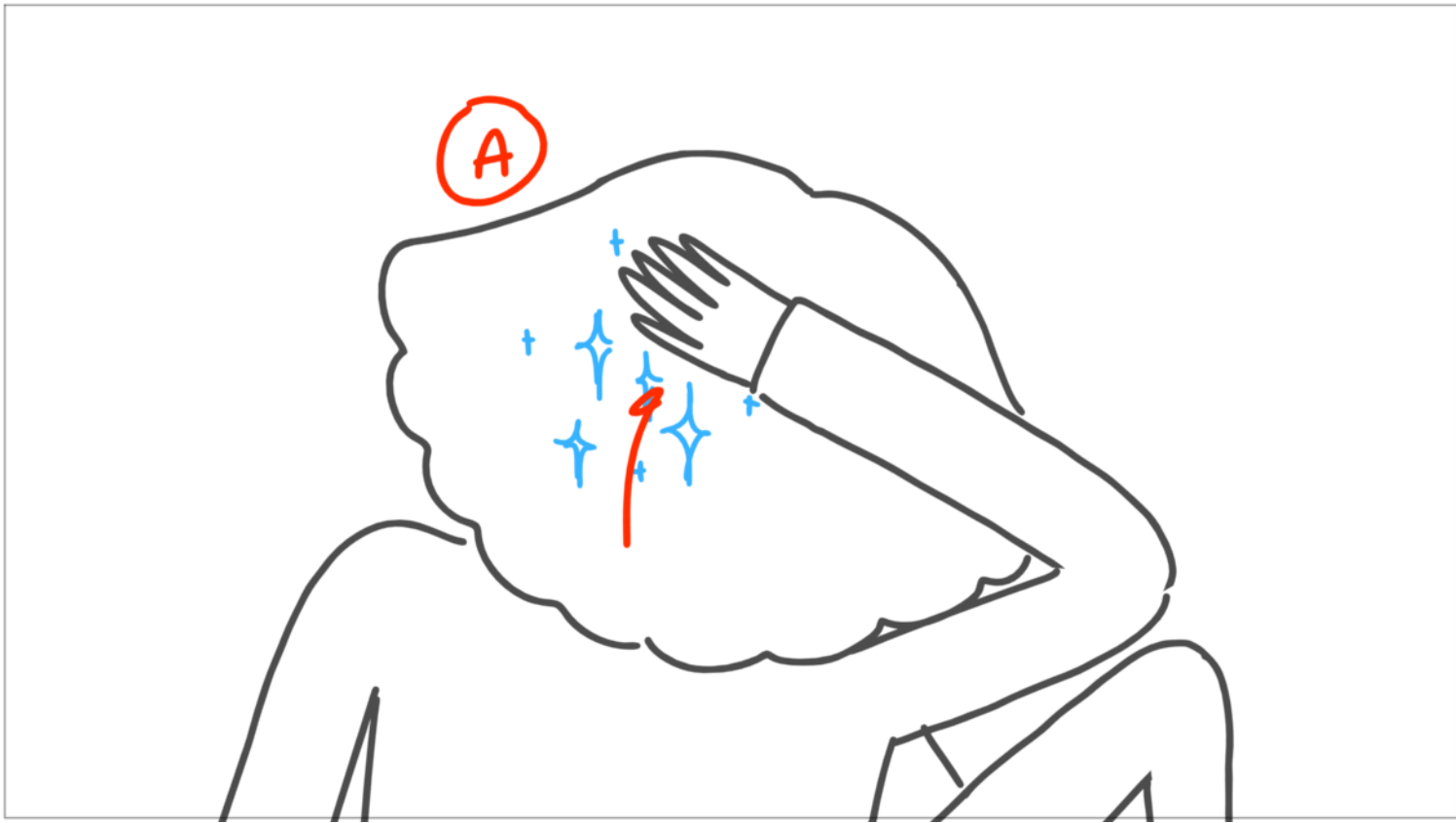
Dialog

S:  
(pained groan)

Action Notes

he rubs the back of his head

Scene	Feet : Frames	Panel / Total	Feet : Frames
30	00:04	1 / 4	00:01

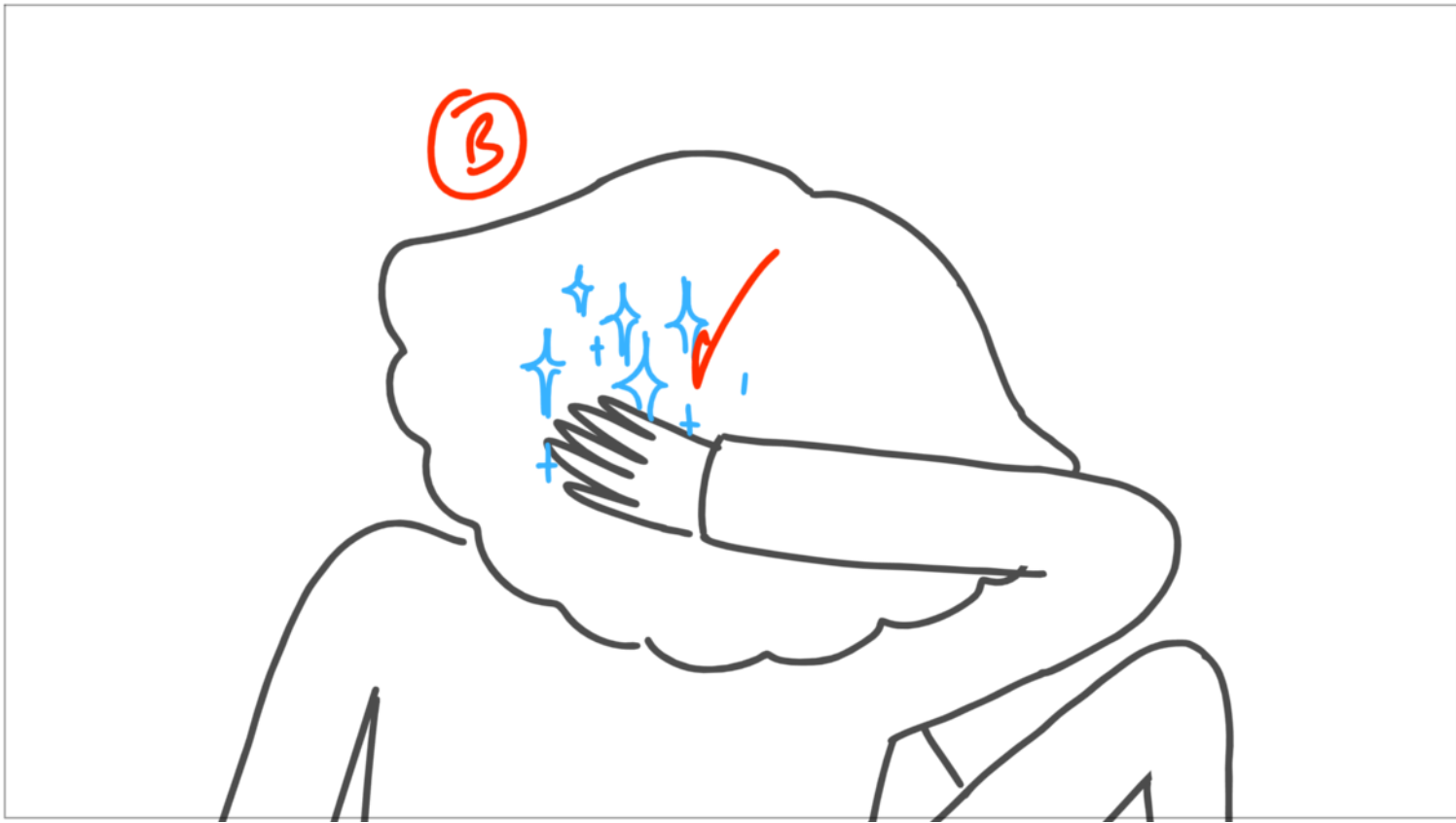


Dialog

Action Notes

H/U rubbing head  
sparkles at the back of his head where th portal is

Scene	Feet : Frames	Panel / Total	Feet : Frames
30	00:04	2 / 4	00:01

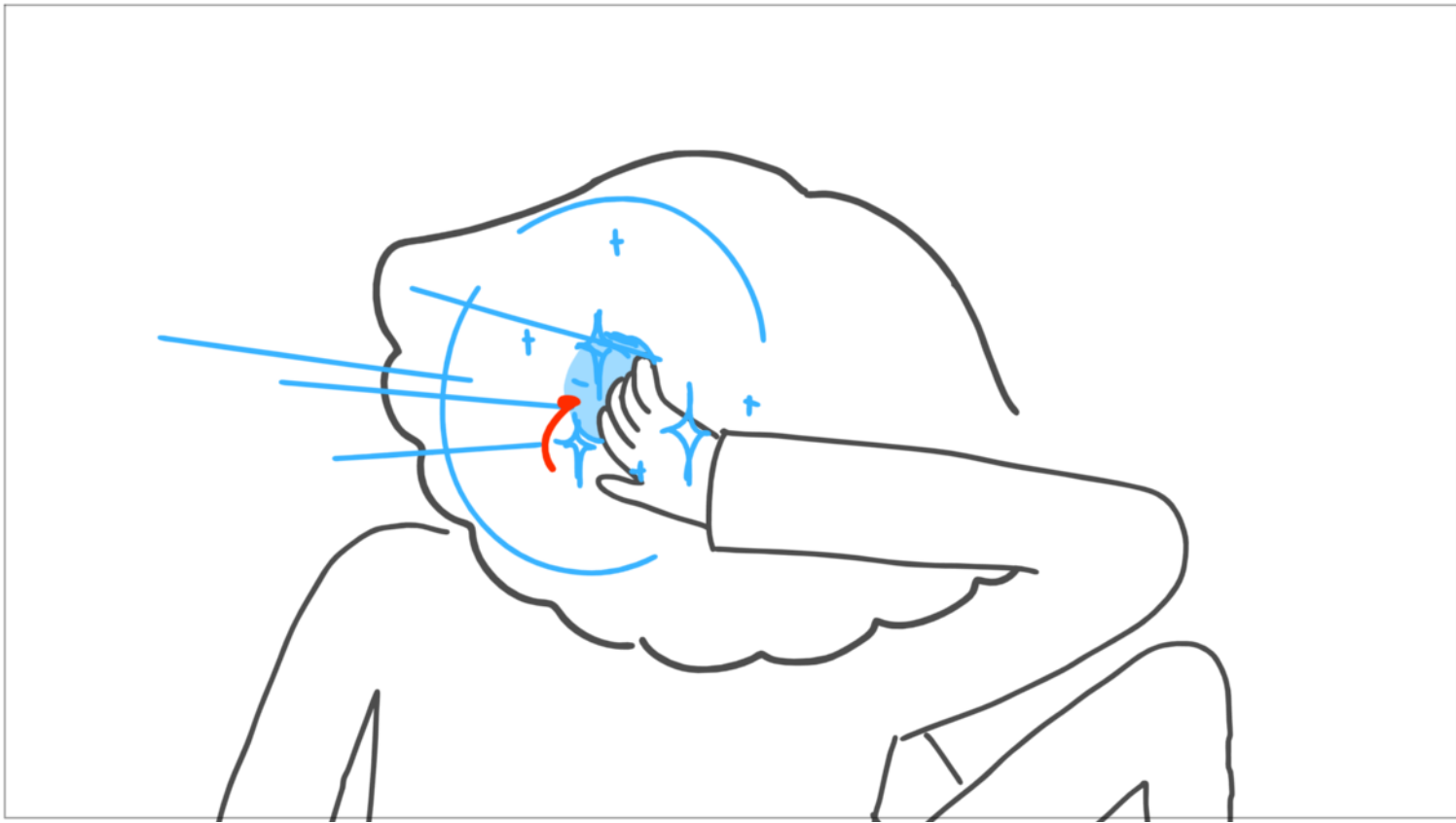


Dialog

Action Notes

H/U rubbing head

Scene	Feet : Frames	Panel / Total	Feet : Frames
30	00:04	3 / 4	00:01

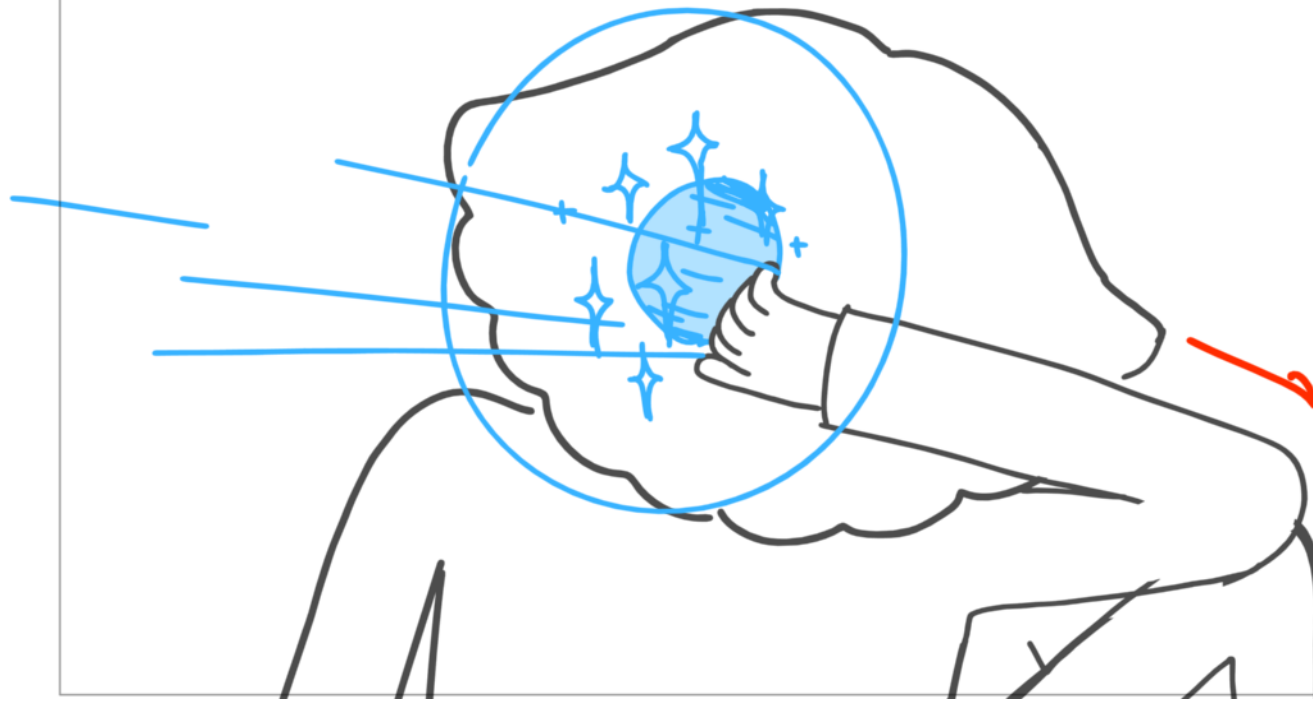


Dialog

Action Notes

he depresses his fingers, opening the PORTAL. SPARKLES and BEAMS dance as an AUREOLE forms

Scene	Feet : Frames	Panel / Total	Feet : Frames
30	00:04	4 / 4	00:01



Dialog

Action Notes

He pulls the portal open wider  
SFX: humming as it opens

Scene	Feet : Frames	Panel / Total	Feet : Frames
31	00:05	1 / 5	00:01



Dialog

Action Notes

H/U

SIMON with hand on portal

Portal SPARKLES dissipate OFF

Scene	Feet : Frames	Panel / Total	Feet : Frames
31	00:05	2 / 5	00:01



Dialog

Action Notes

SIMON looks at his hand



Scene	Feet : Frames	Panel / Total	Feet : Frames
31	00:05	3 / 5	00:01



Dialog

S:  
The crown!

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
31	00:05	4 / 5	00:01



Dialog

Action Notes

S looks around

Scene	Feet : Frames	Panel / Total	Feet : Frames
31	00:05	5 / 5	00:01

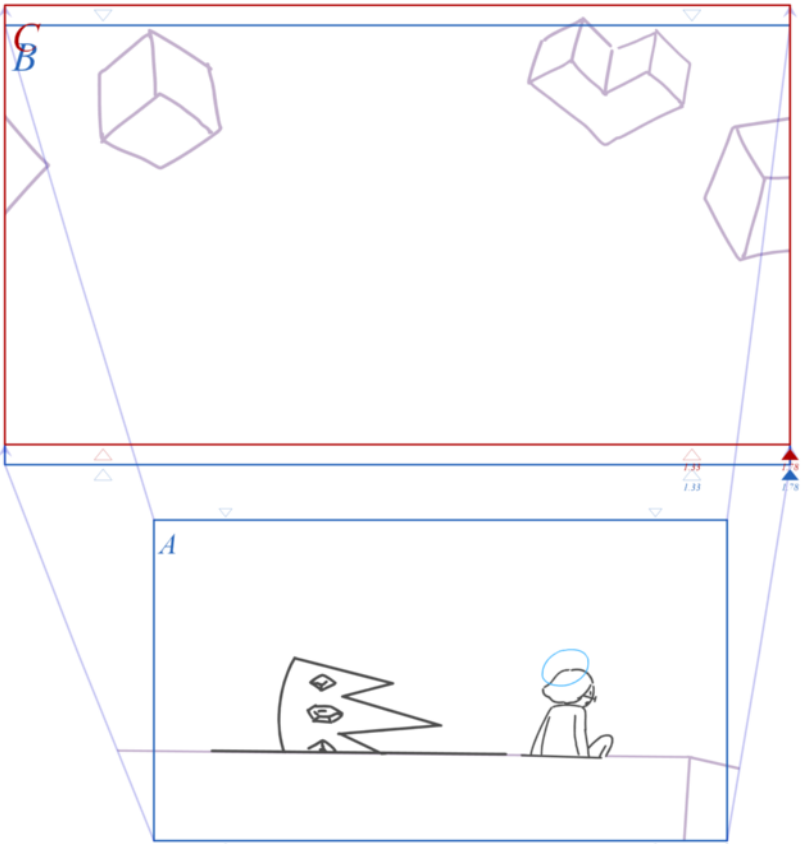


Dialog

Action Notes

he moves to get up

Scene Layout	Feet : Frames
32	00:11

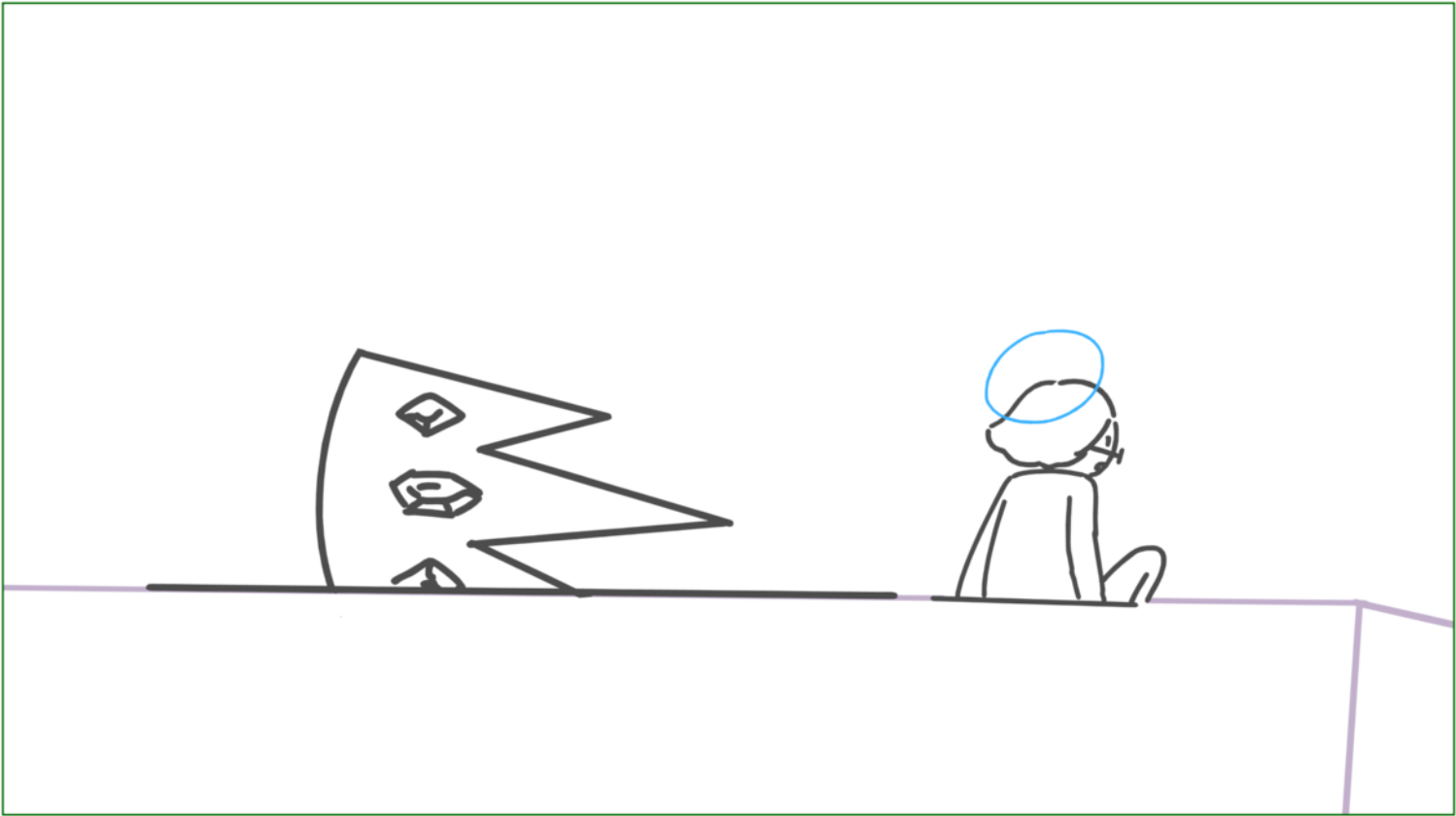


Dialog

Action Notes

H/U

Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	1 / 11	00:01

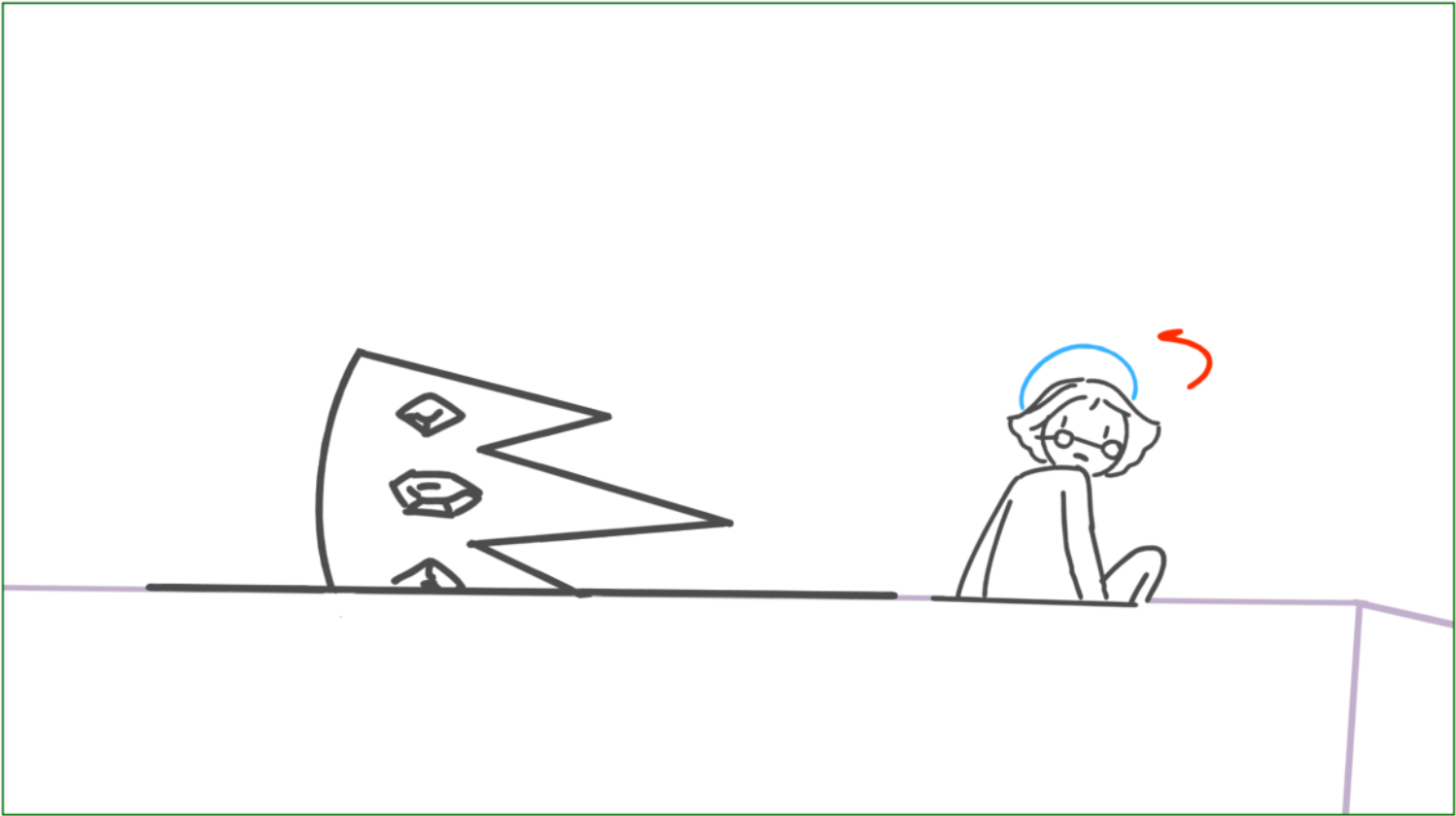


Dialog

Action Notes

H/U

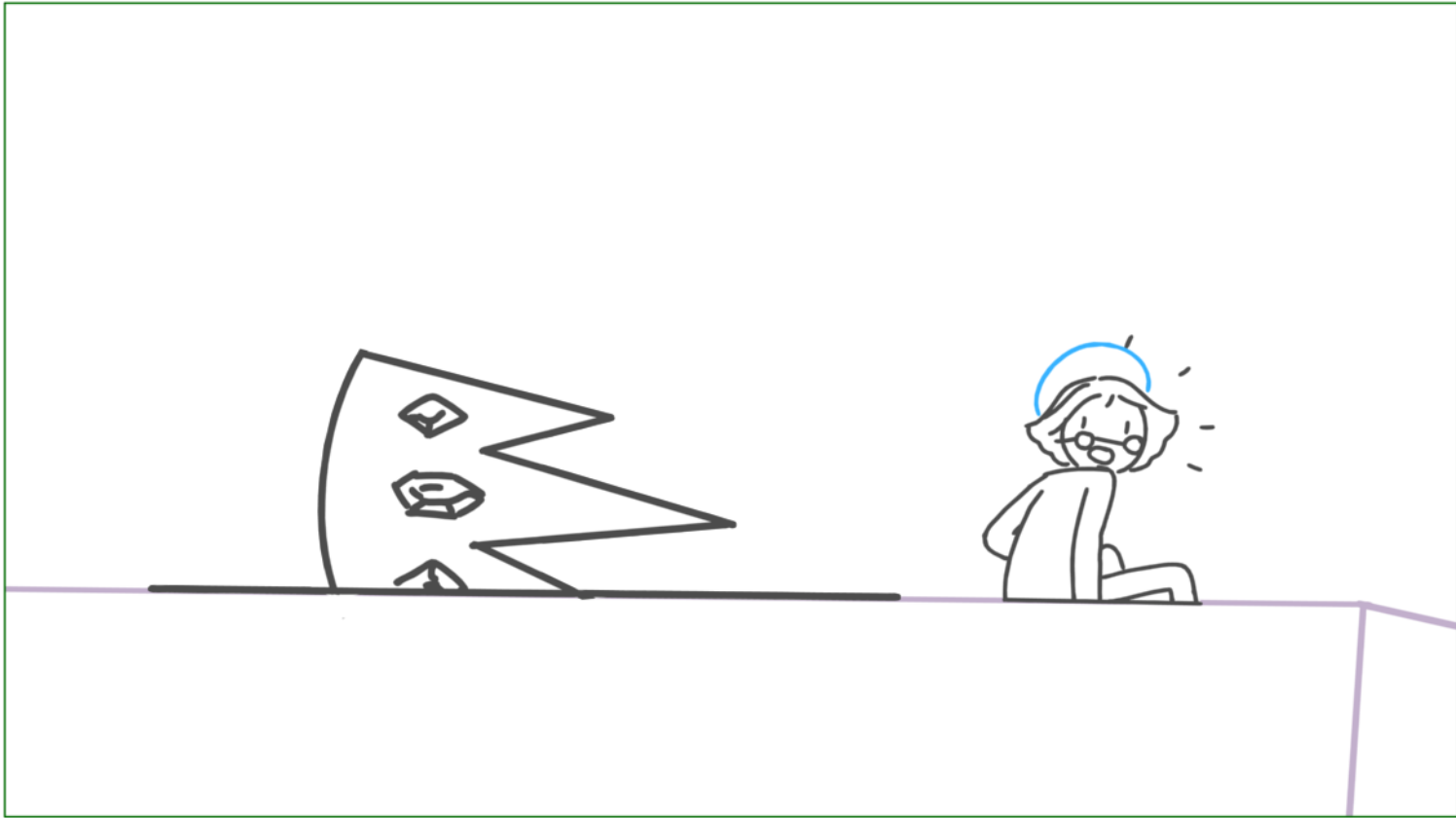
Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	2 / 11	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	3 / 11	00:01

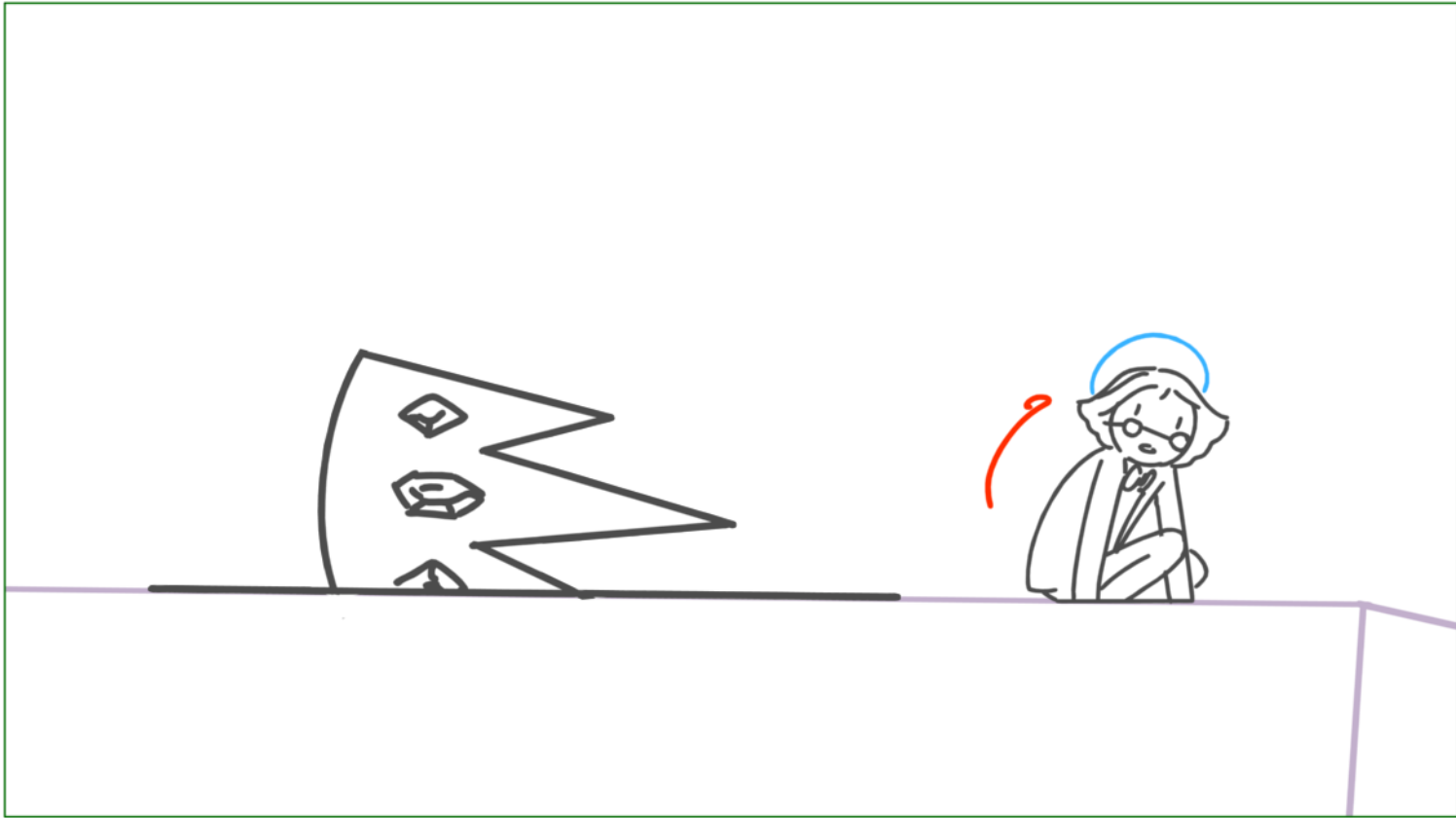


Dialog

Action Notes

he spots the CROWN

Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	4 / 11	00:01



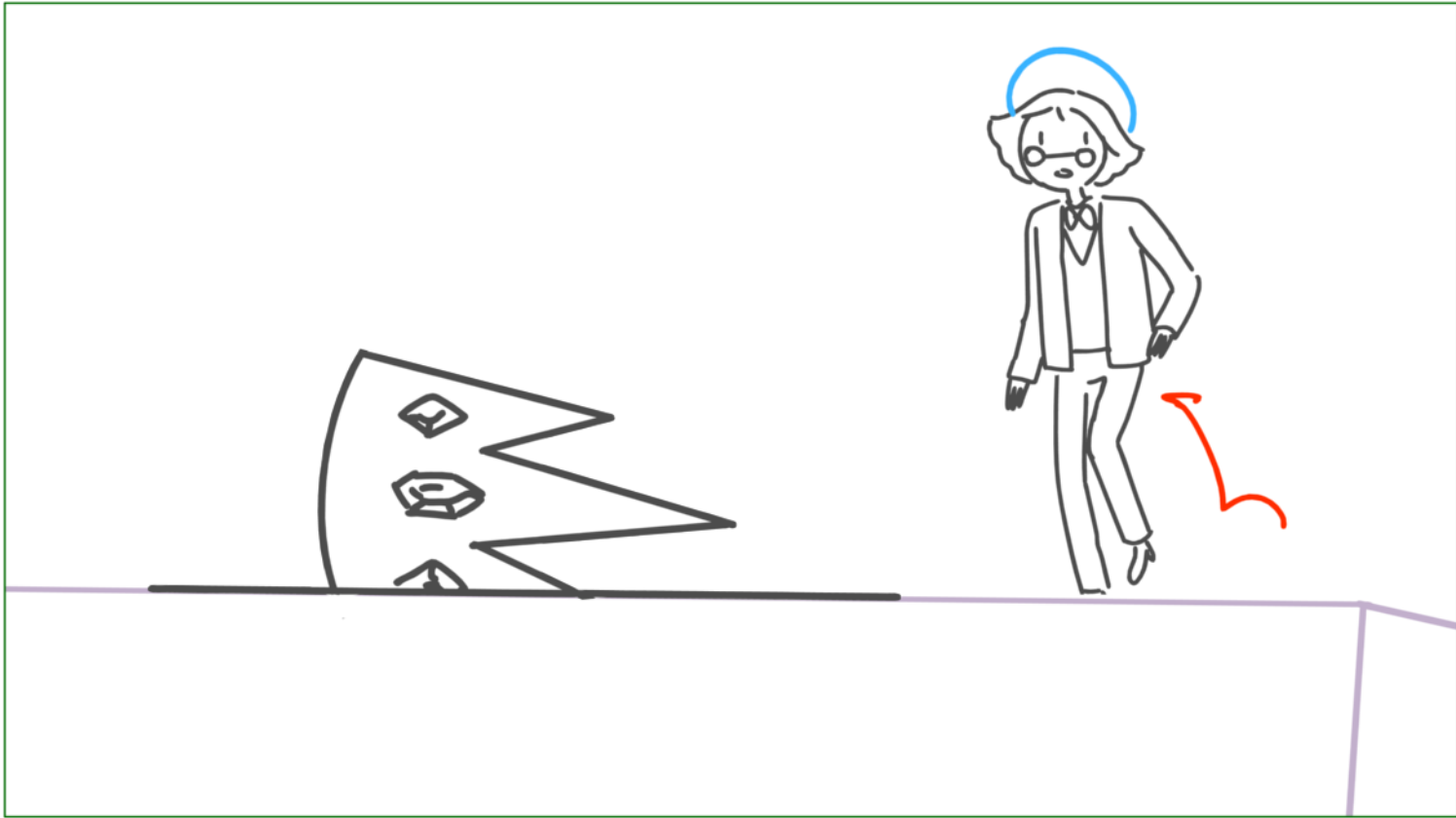
Dialog

Action Notes

he gets up



Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	5 / 11	00:01

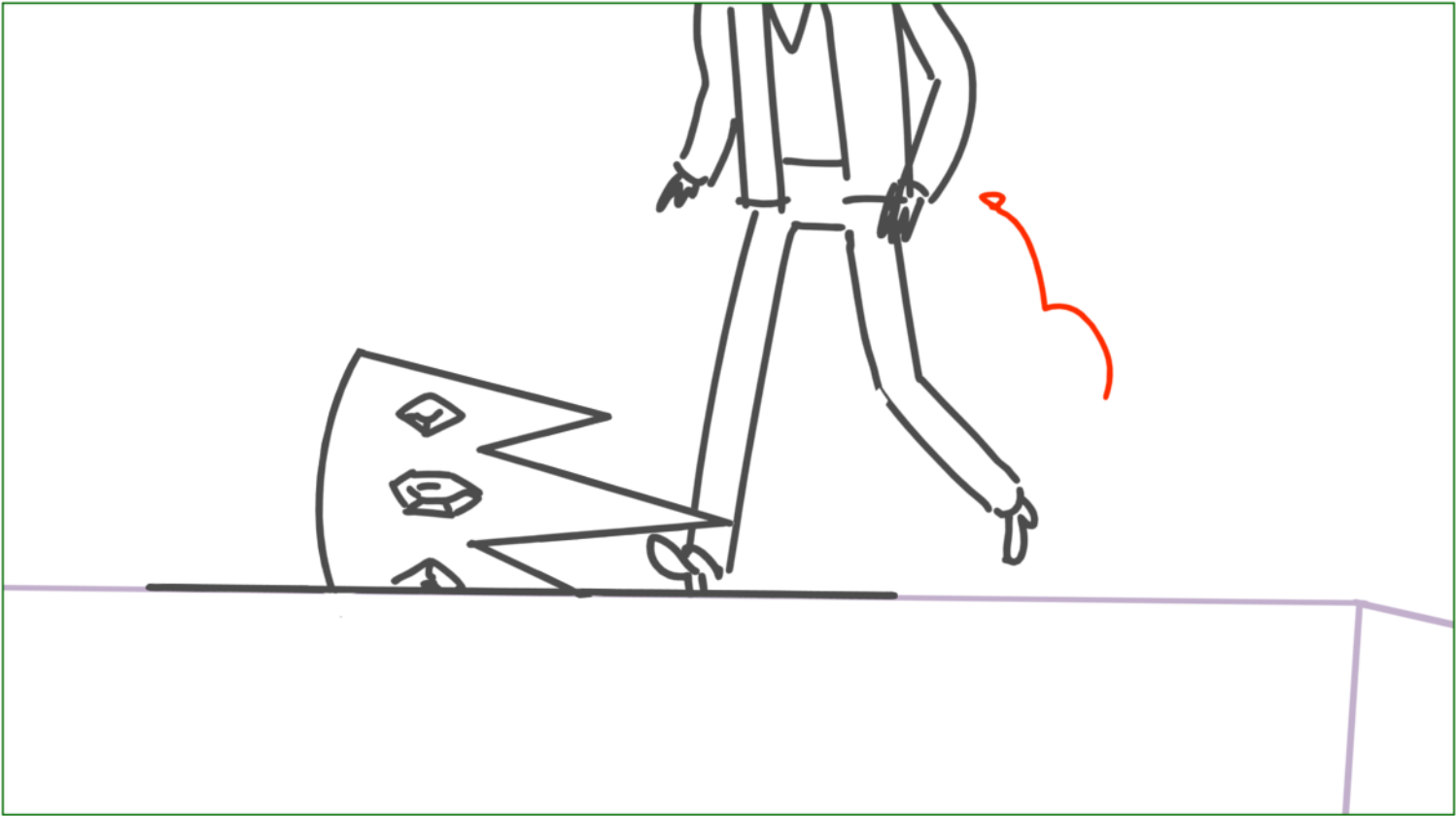


Dialog

Action Notes

he runs over to CROWN

Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	6 / 11	00:01

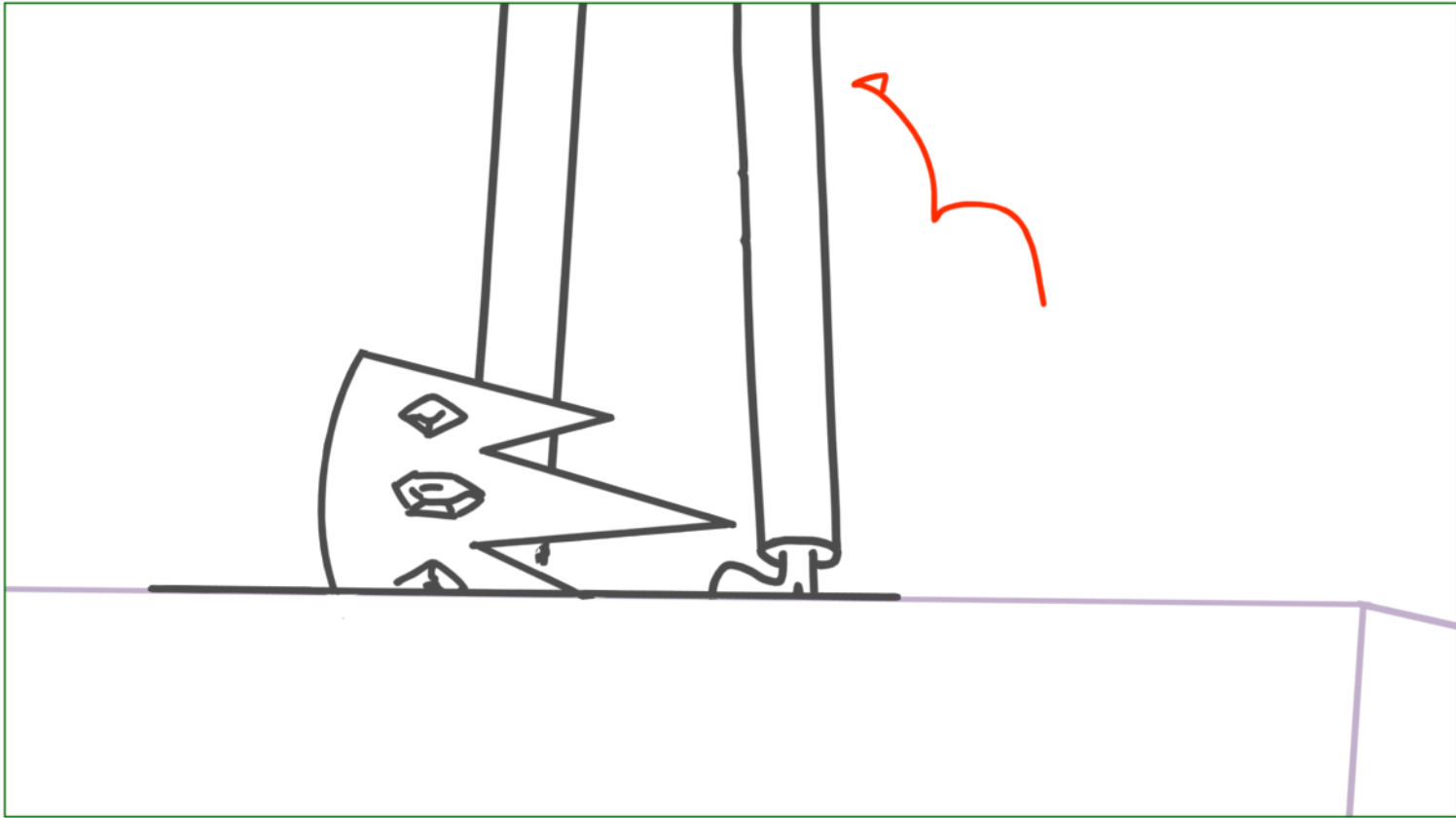


Dialog

Action Notes

S walks to the CROWN

Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	7 / 11	00:01

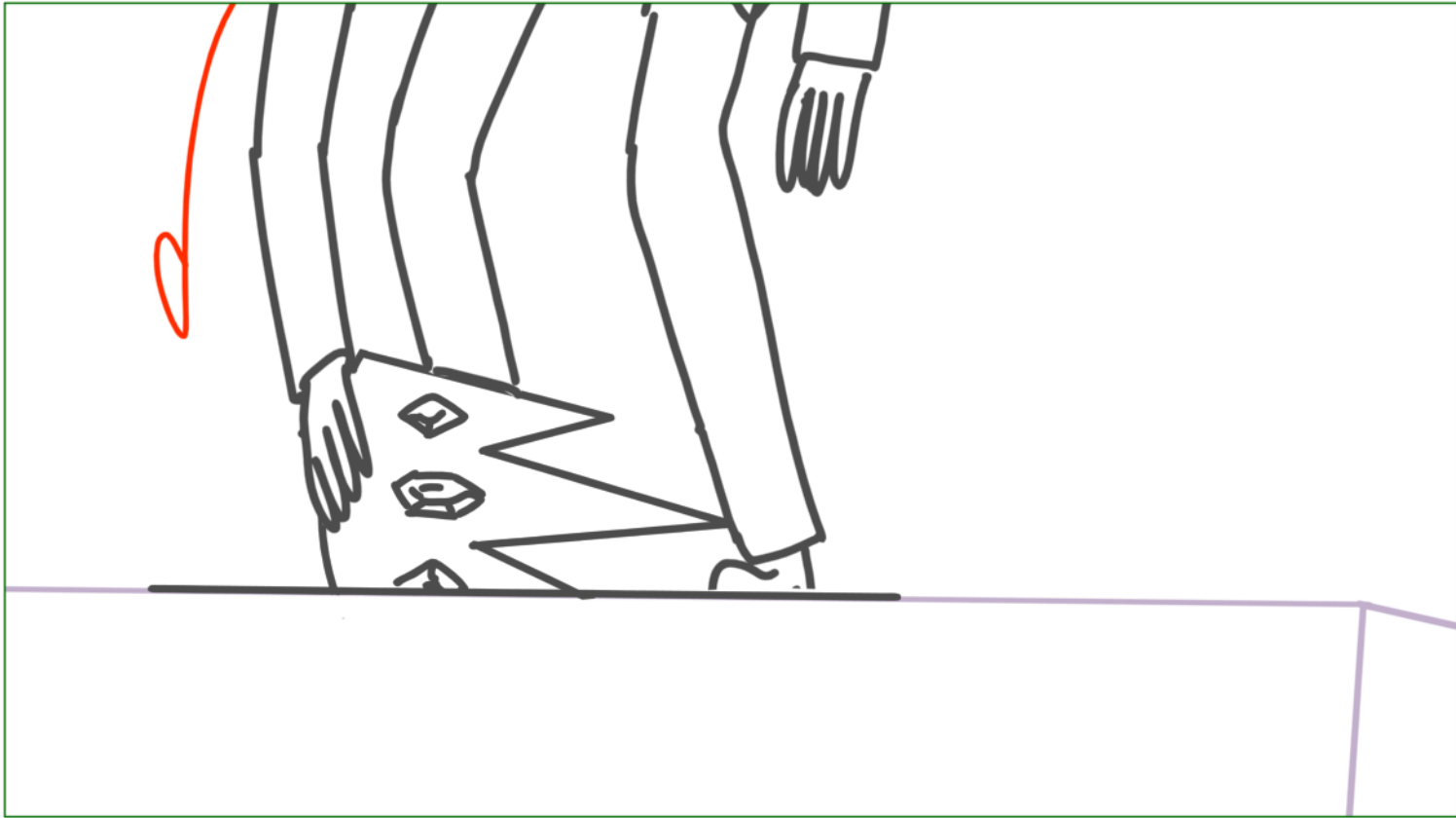


Dialog

Action Notes

he stops at the CROWN

Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	8 / 11	00:01

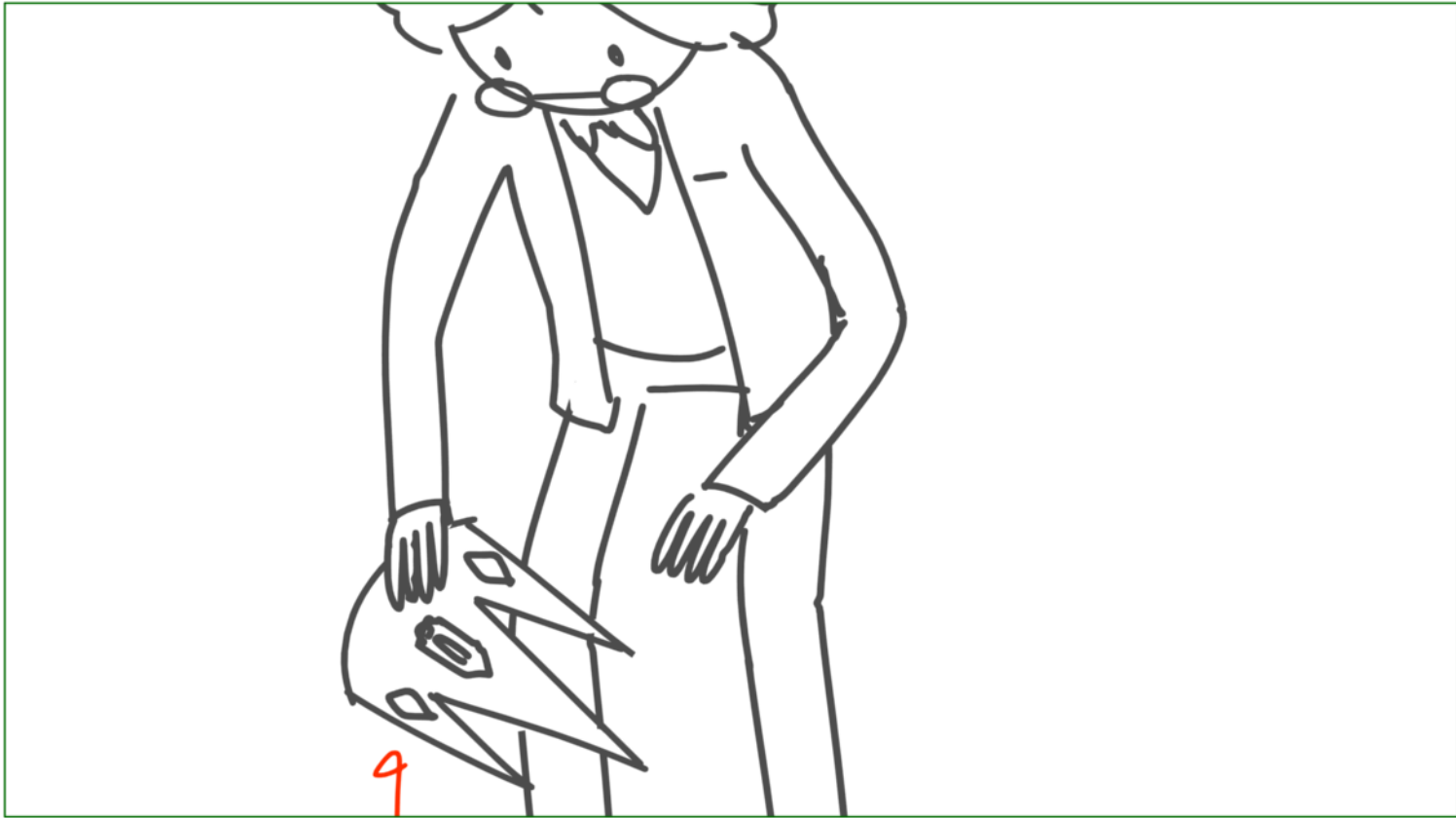


Dialog

Action Notes

He bends down and picks it up  
CAM ADJ as he lifts it

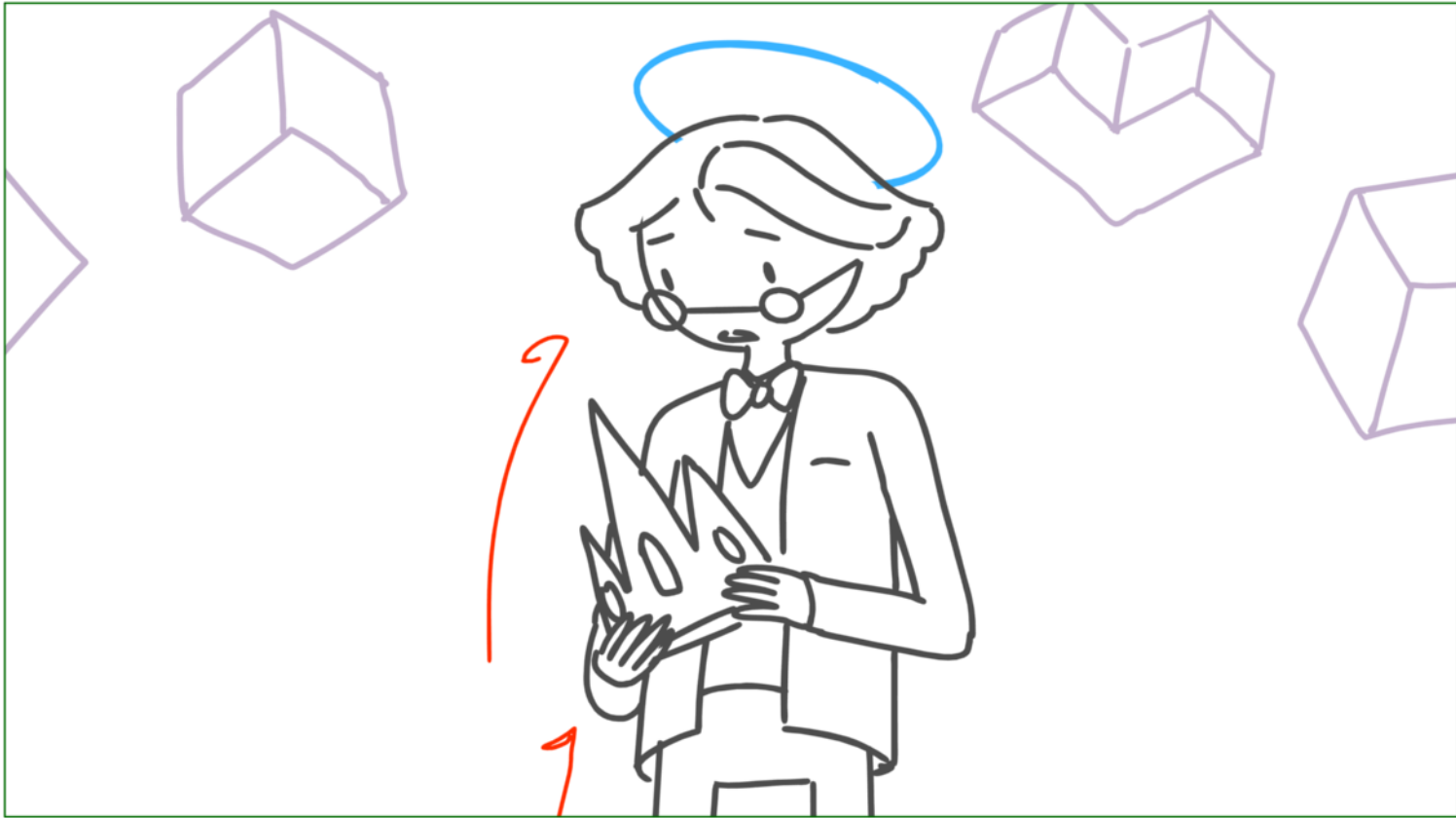
Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	9 / 11	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	10 / 11	00:01

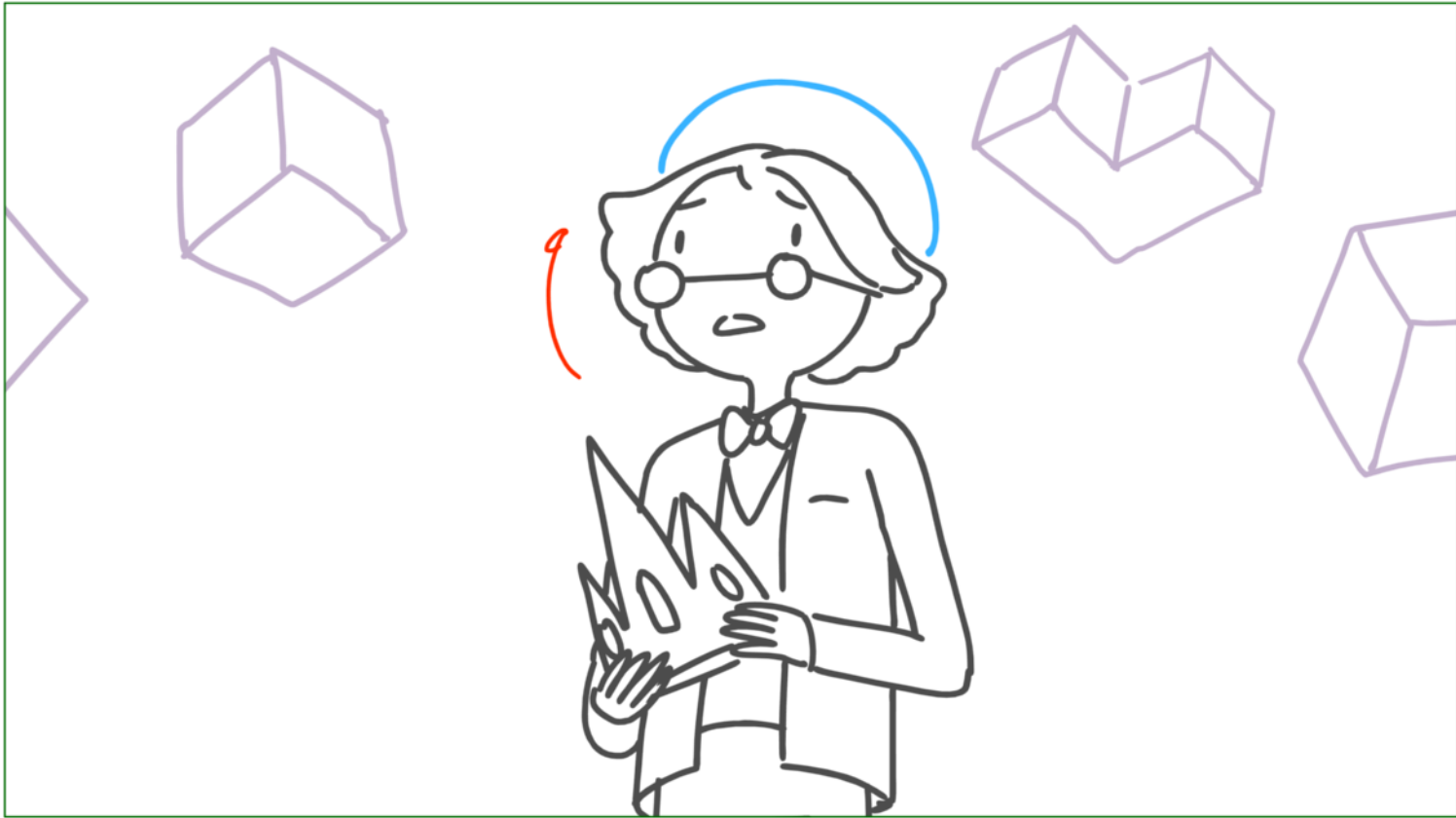


Dialog

Action Notes

he looks at the crown , confused

Scene	Feet : Frames	Panel / Total	Feet : Frames
32	00:11	11 / 11	00:01



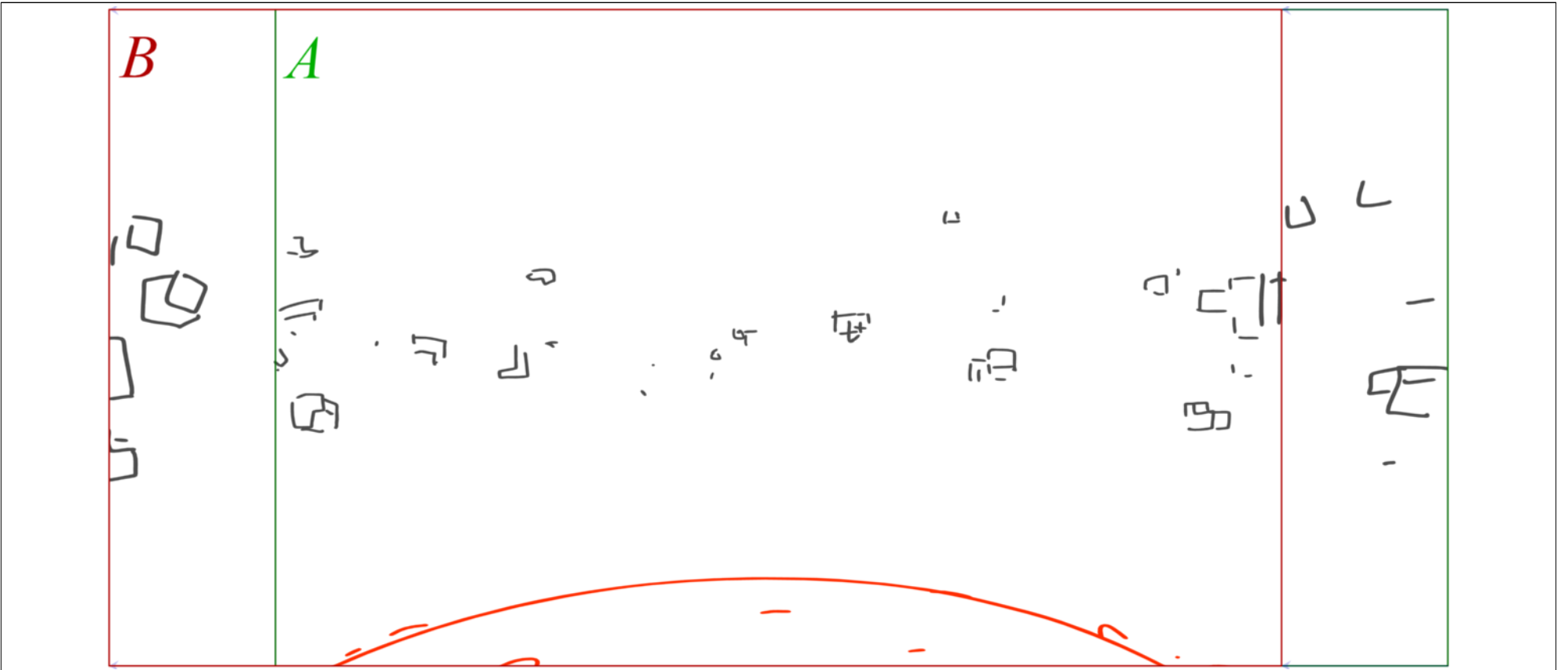
Dialog

Action Notes

CAM ADJ

S looks up, confused

Scene Layout	Feet : Frames
33	00:02

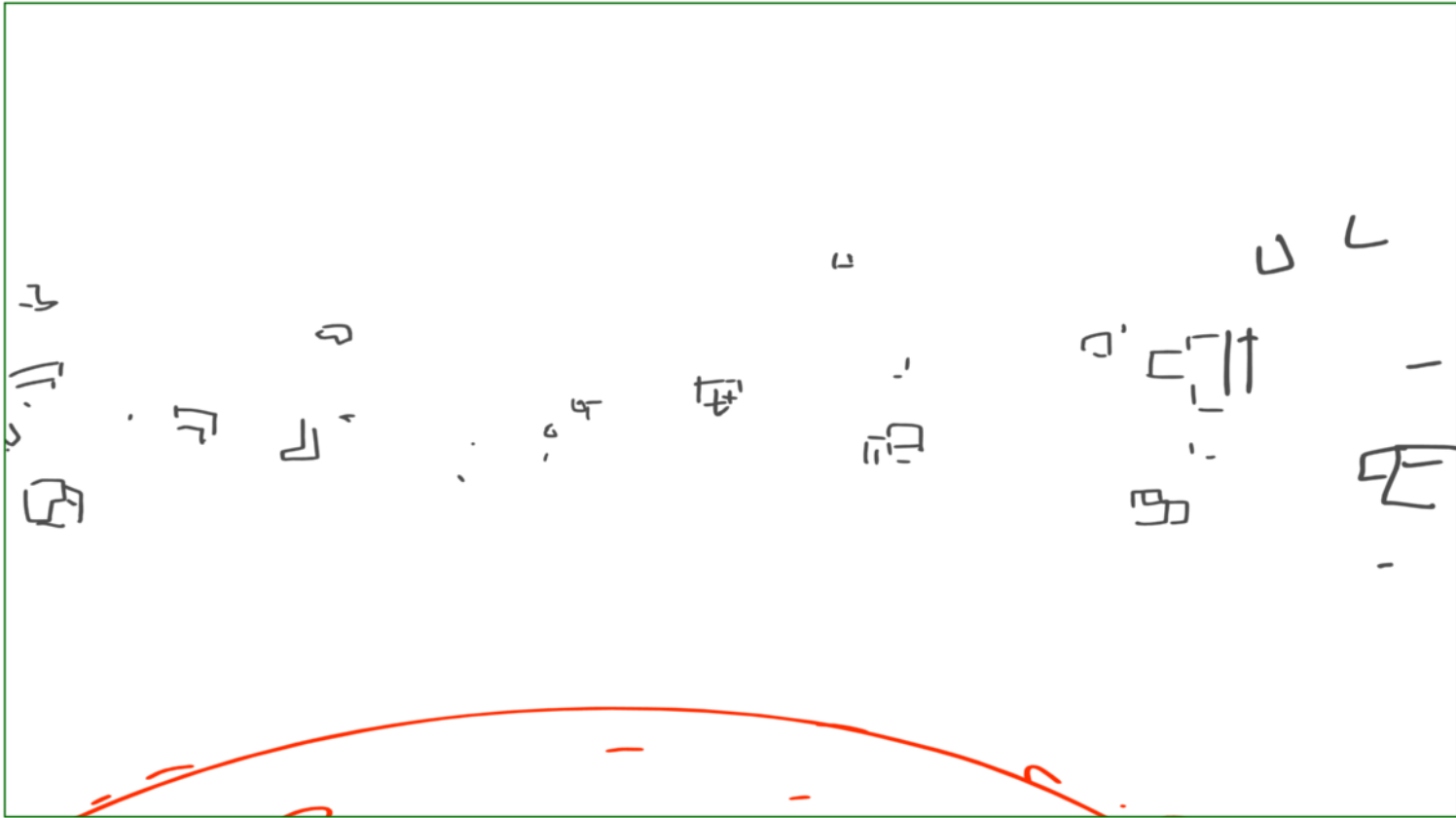


Dialog
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Action Notes
CAM DRIFT Blocks suspended in space around a red planetoid



Scene	Feet : Frames	Panel / Total	Feet : Frames
33	00:02	1 / 2	00:01



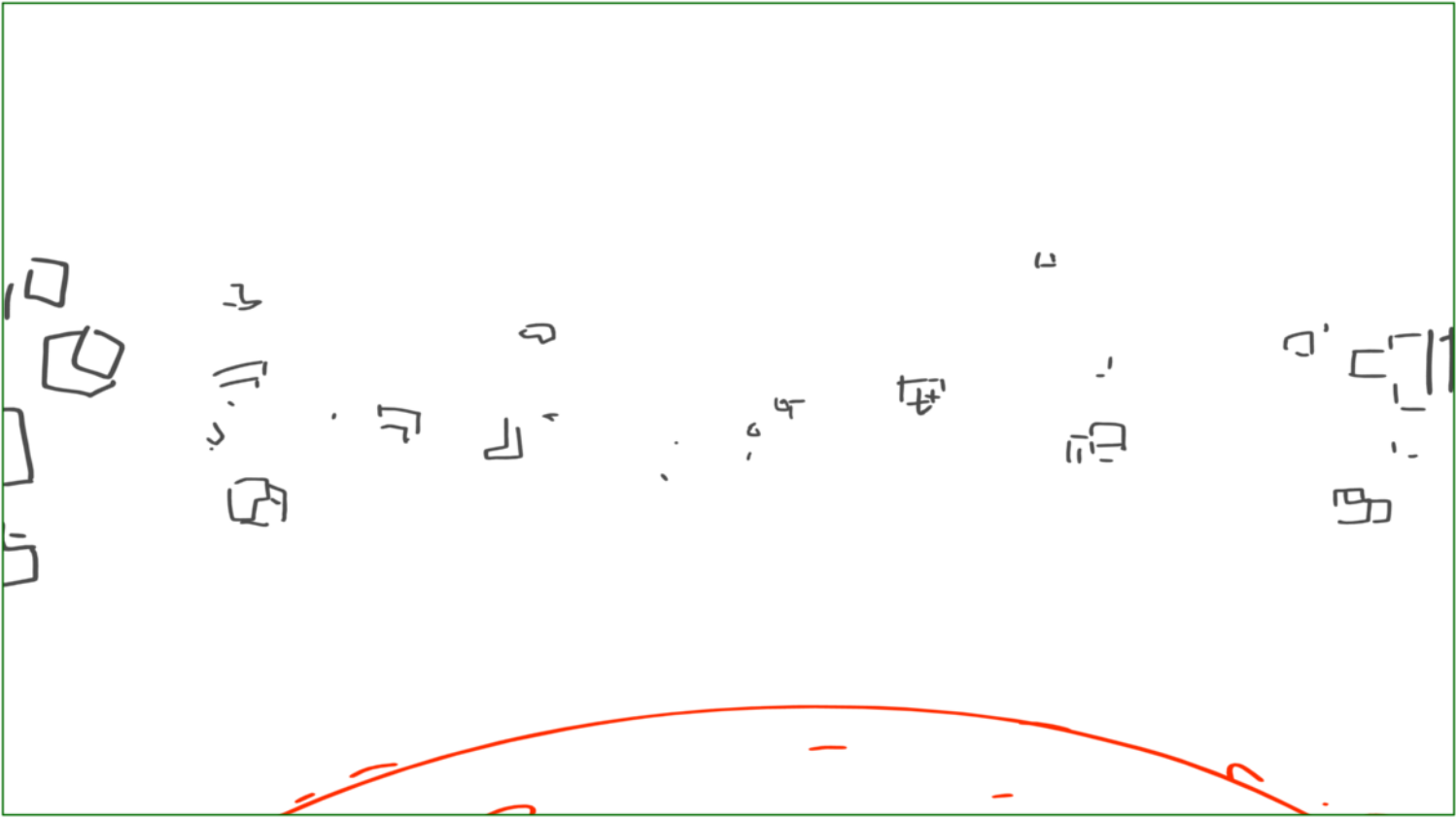
Dialog

Action Notes

**CAM DRIFT**

Blocks suspended in space around a red planetoid

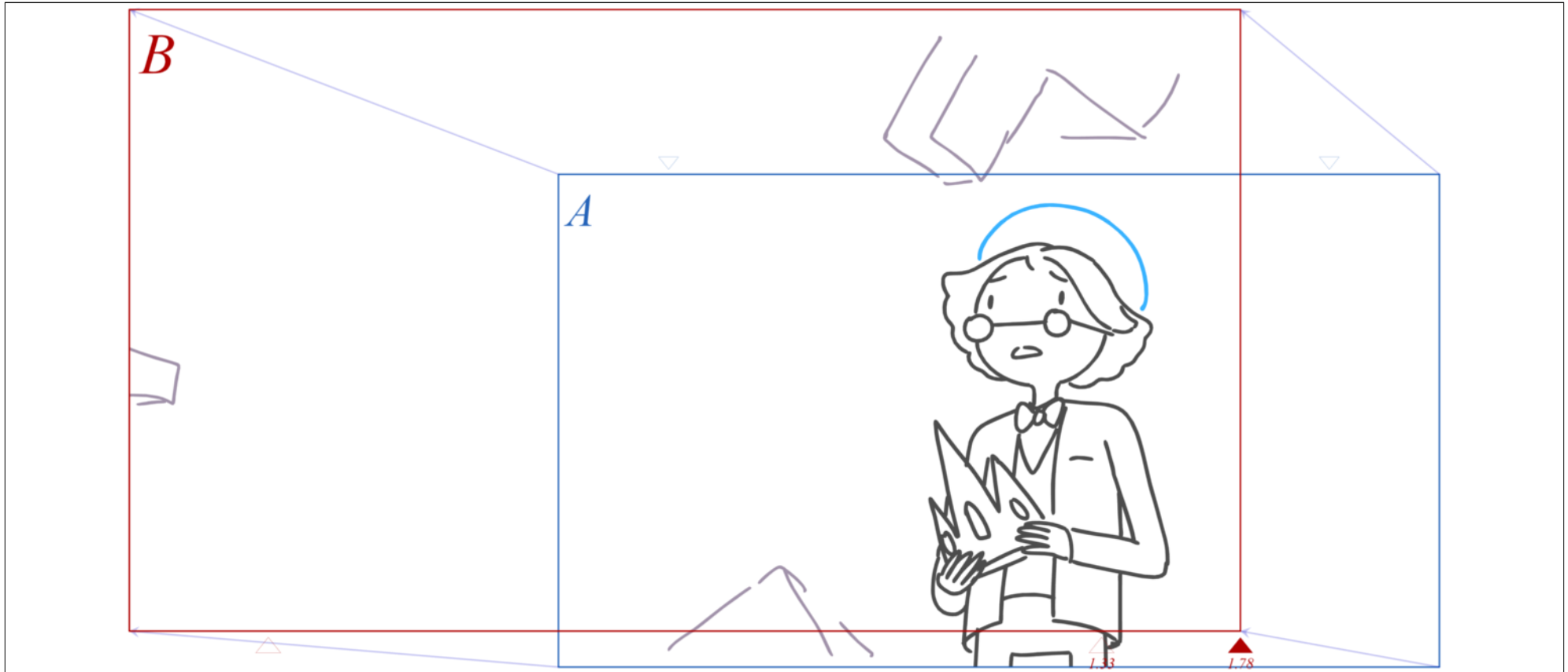
Scene	Feet : Frames	Panel / Total	Feet : Frames
33	00:02	2 / 2	00:01



Dialog

Action Notes

Scene Layout	Feet : Frames
34	00:04



Dialog
S: Where am I?

Action Notes
--------------

Scene	Feet : Frames	Panel / Total	Feet : Frames
34	00:04	1 / 4	00:01



Dialog

S:  
Where am I?

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
34	00:04	2 / 4	00:01



Dialog

LICH (O/S):  
(muttering)

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
34	00:04	3 / 4	00:01



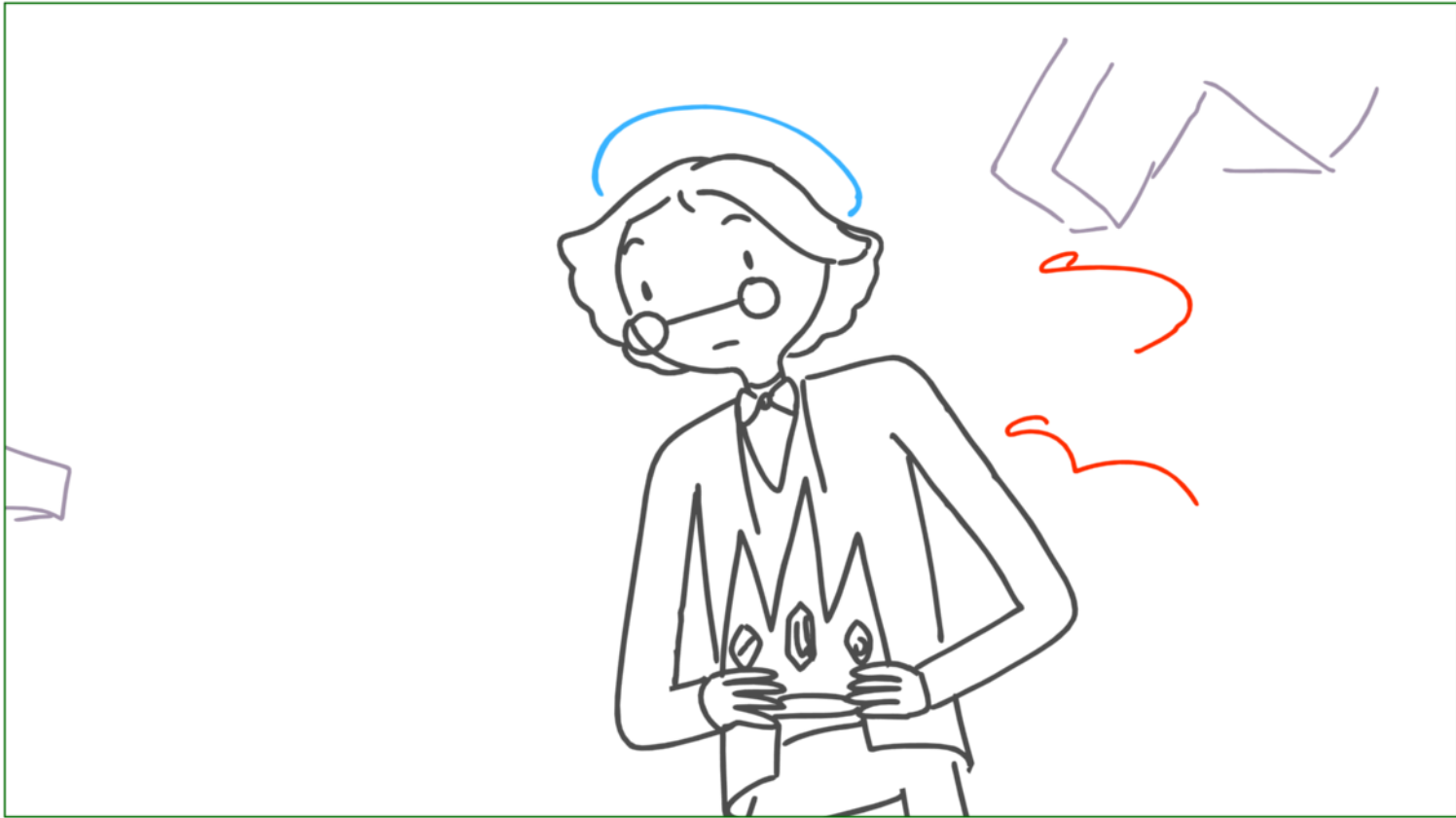
Dialog

LICH (O/S):  
(muttering)

Action Notes

SIMON looks forward

Scene	Feet : Frames	Panel / Total	Feet : Frames
34	00:04	4 / 4	00:01



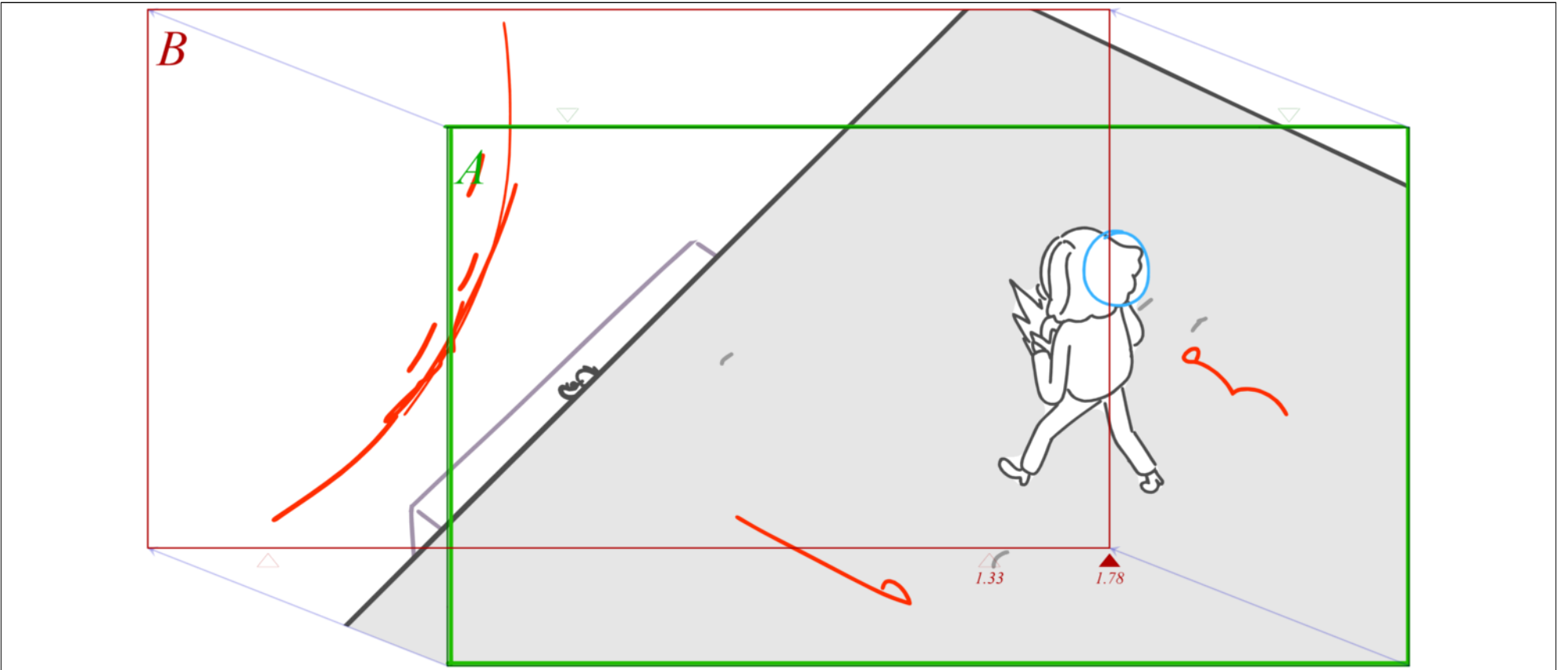
Dialog

LICH (O/S):  
(muttering)

Action Notes

CAM ADJ as SIMON walks forward and looks down O/S

Scene Layout	Feet : Frames
35	00:03

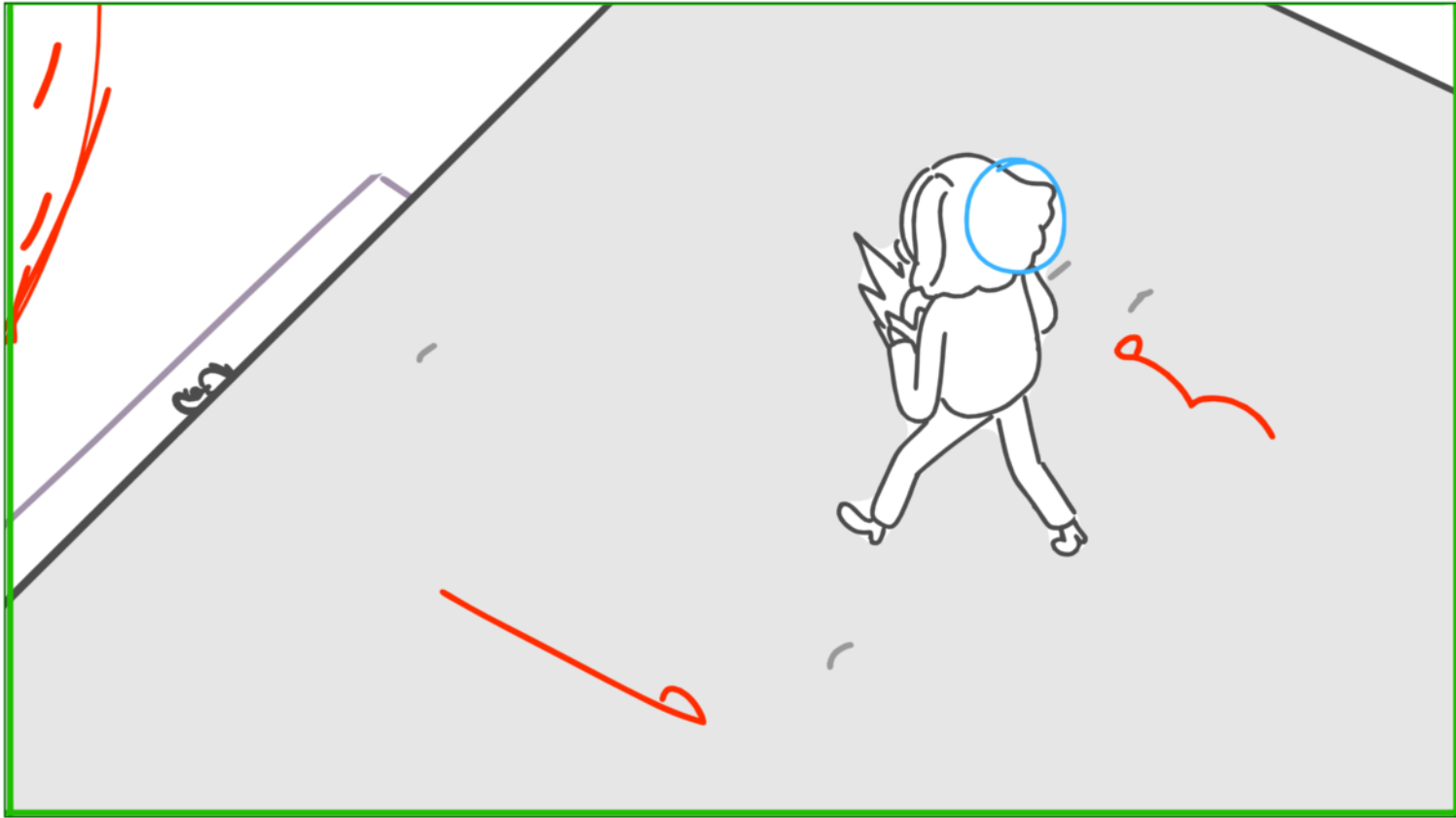


Dialog
--------

Action Notes
CAM PAN w SIMON walks to the edge of the block



Scene	Feet : Frames	Panel / Total	Feet : Frames
35	00:03	1 / 3	00:01

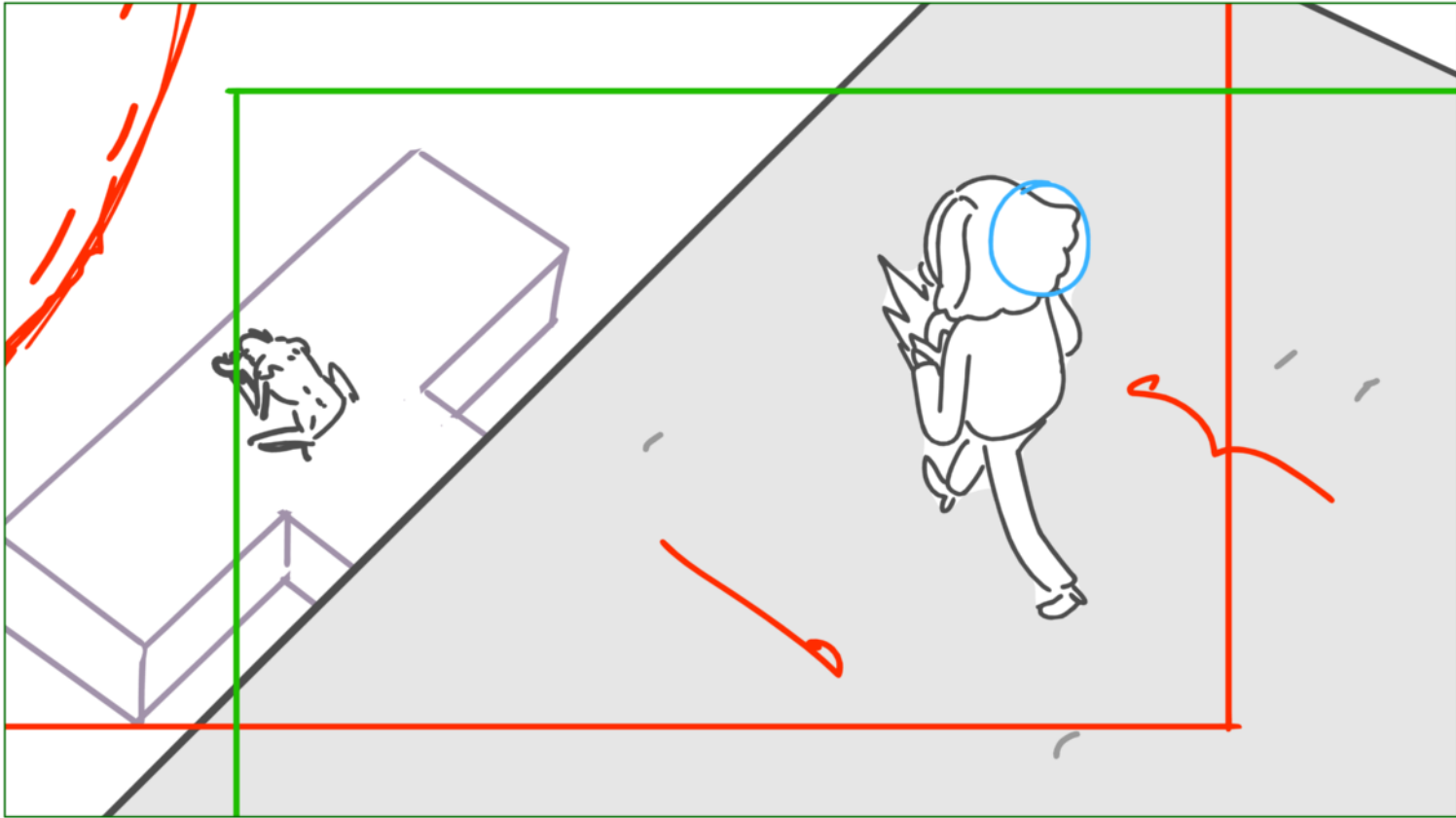


Dialog

Action Notes

CAM PAN w SIMON walks to the edge of the block

Scene	Feet : Frames	Panel / Total	Feet : Frames
35	00:03	2 / 3	00:01

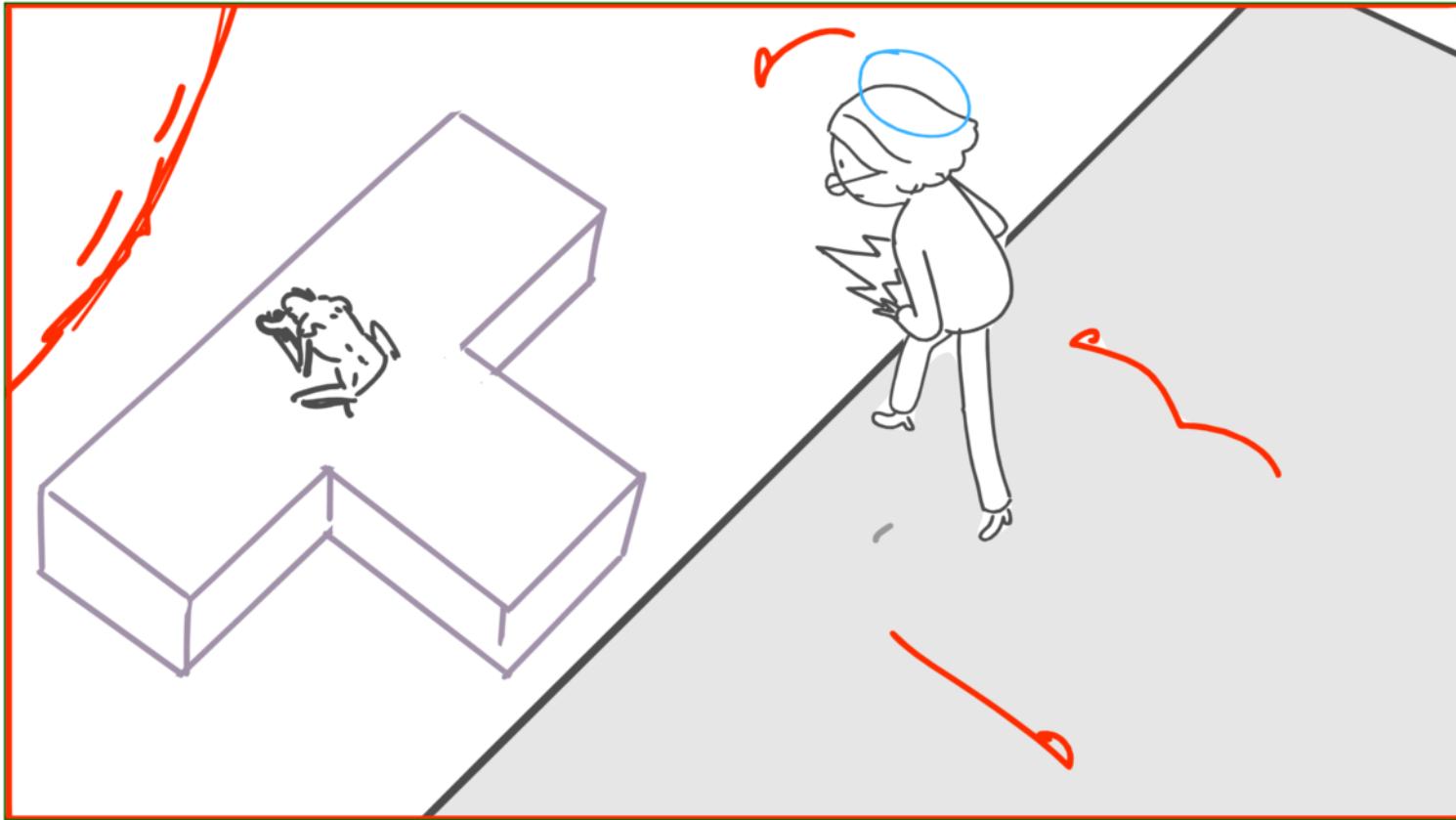


Dialog

Action Notes

The LICH is revealed, praying on a block below

Scene	Feet : Frames	Panel / Total	Feet : Frames
35	00:03	3 / 3	00:01



Dialog

Action Notes

The LICH is revealed, praying on a block below

Scene	Feet : Frames	Panel / Total	Feet : Frames
36	00:05	1 / 5	00:01



Dialog

S:  
You!  
L:  
(muttering prayers)

Action Notes

SIMON looks down over the edge of his block at the LICH praying

Scene	Feet : Frames	Panel / Total	Feet : Frames
36	00:05	2 / 5	00:01



Dialog

L:  
(muttering prayers)

Action Notes

SIMON climbs over the edge

Scene	Feet : Frames	Panel / Total	Feet : Frames
36	00:05	3 / 5	00:01



Dialog

L:  
(muttering prayers)

Action Notes

SIMON climbs over the edge

Scene	Feet : Frames	Panel / Total	Feet : Frames
36	00:05	4 / 5	00:01



Dialog

L:  
(muttering prayers)

Action Notes

SIMON climbs over the edge

Scene	Feet : Frames	Panel / Total	Feet : Frames
36	00:05	5 / 5	00:01



Dialog

L:  
(muttering prayers)

Action Notes

he lowers himself down the side of the block



Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	1 / 10	00:01



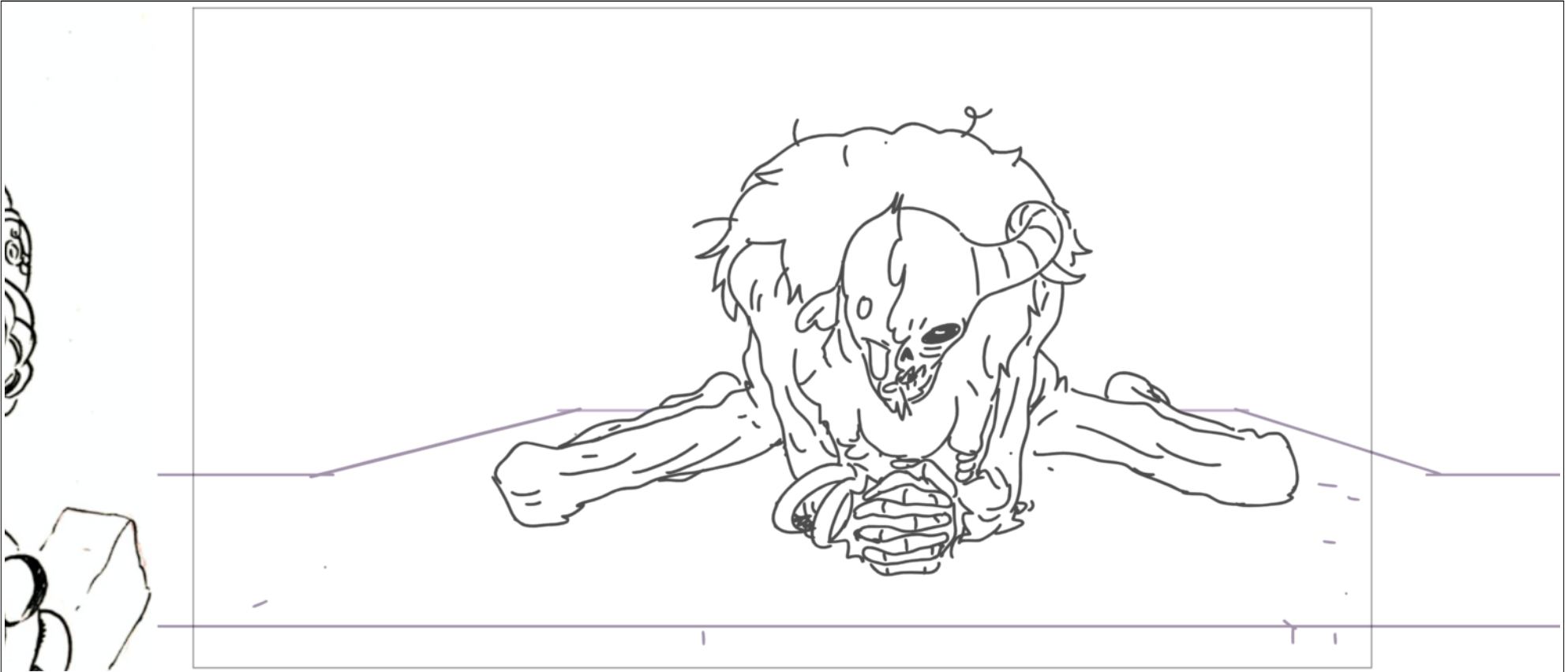
Dialog

L:  
(muttering prayers)

Action Notes

H/U LICH praying

Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	2 / 10	00:01



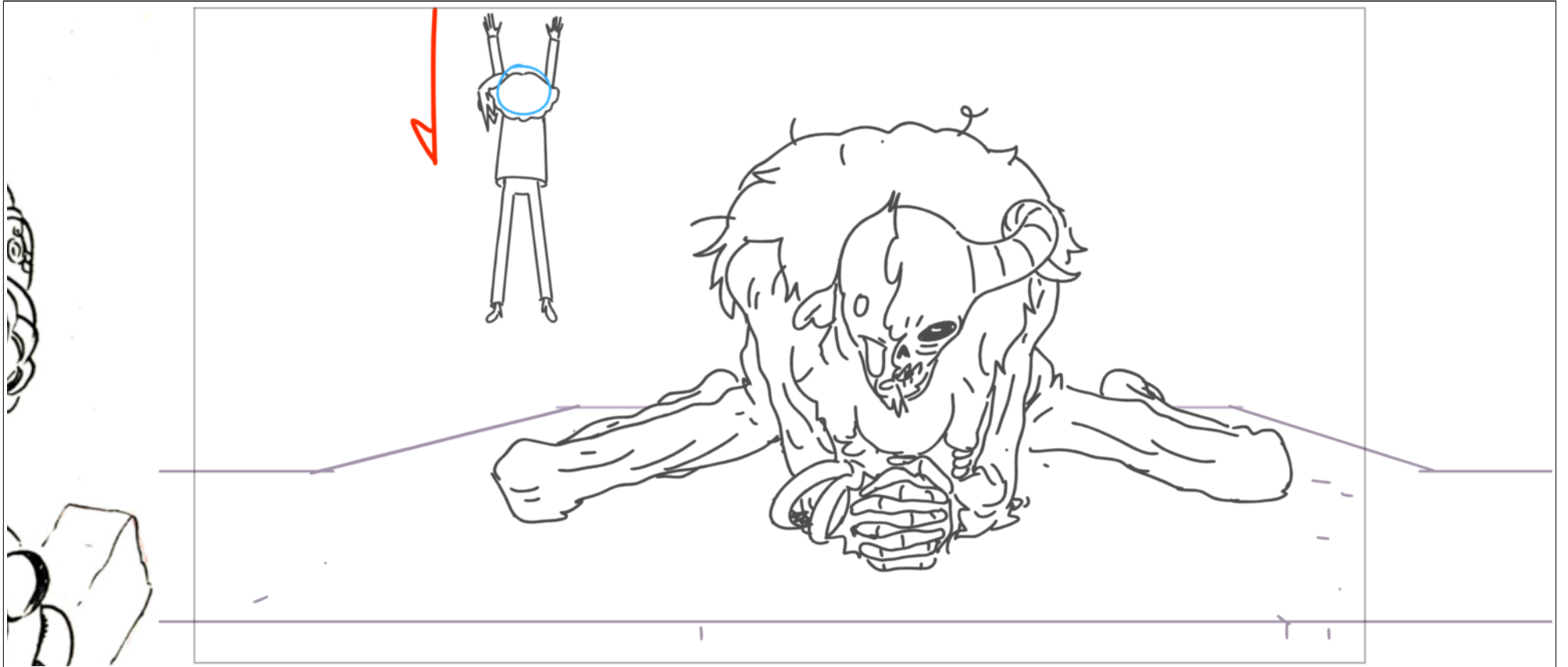
Dialog

L:  
(muttering prayers (changed inflection))

Action Notes

LICH bows head

Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	3 / 10	00:01



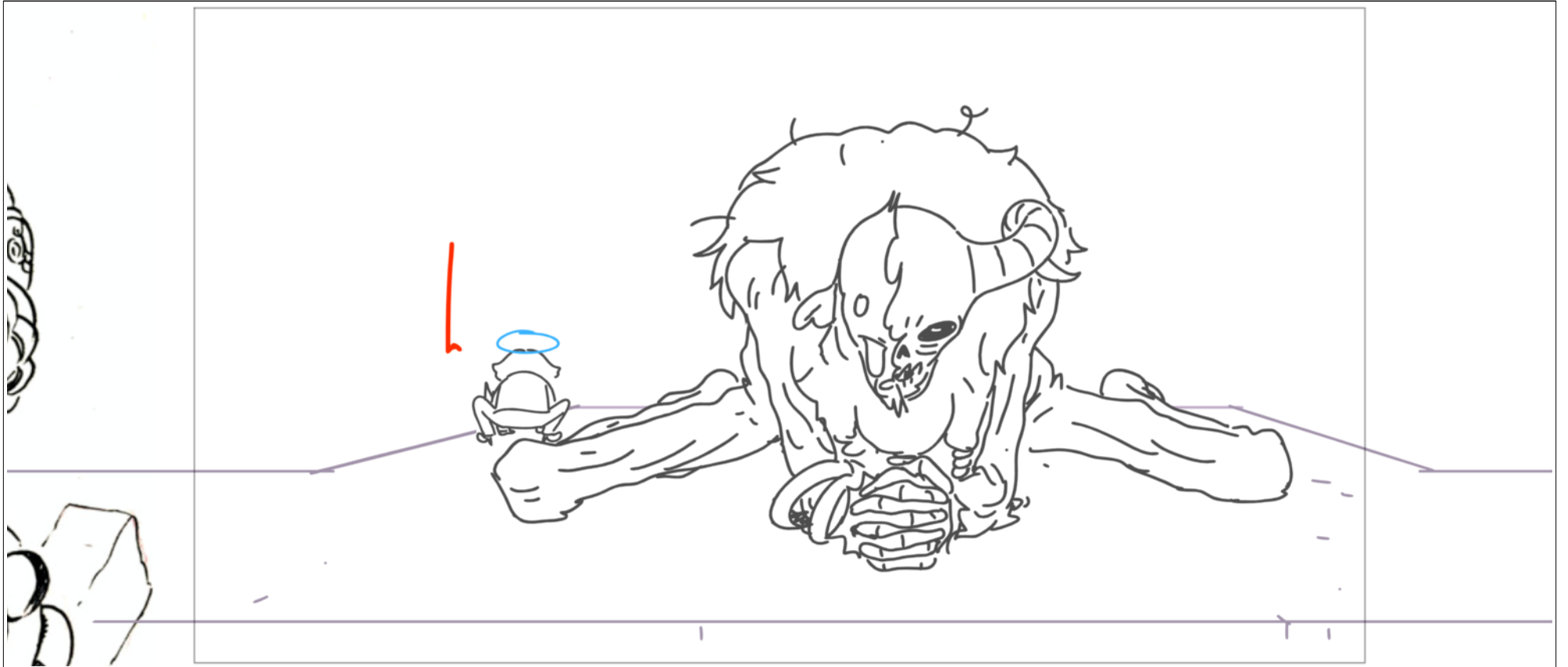
Dialog

LICH:  
(muttered prayers)

Action Notes

SIMON drops IN

Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	4 / 10	00:01

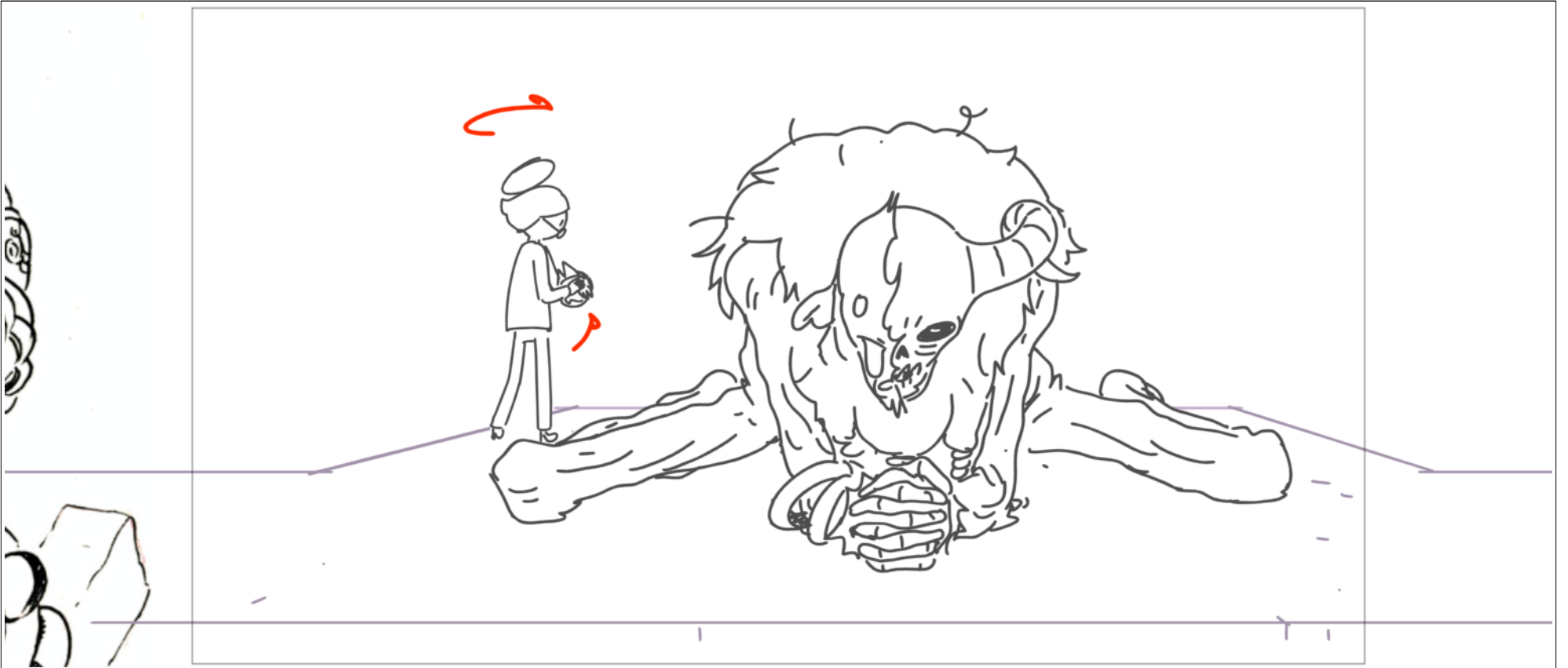


Dialog

Action Notes

SIMON lands on teh LICH's block

Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	5 / 10	00:01

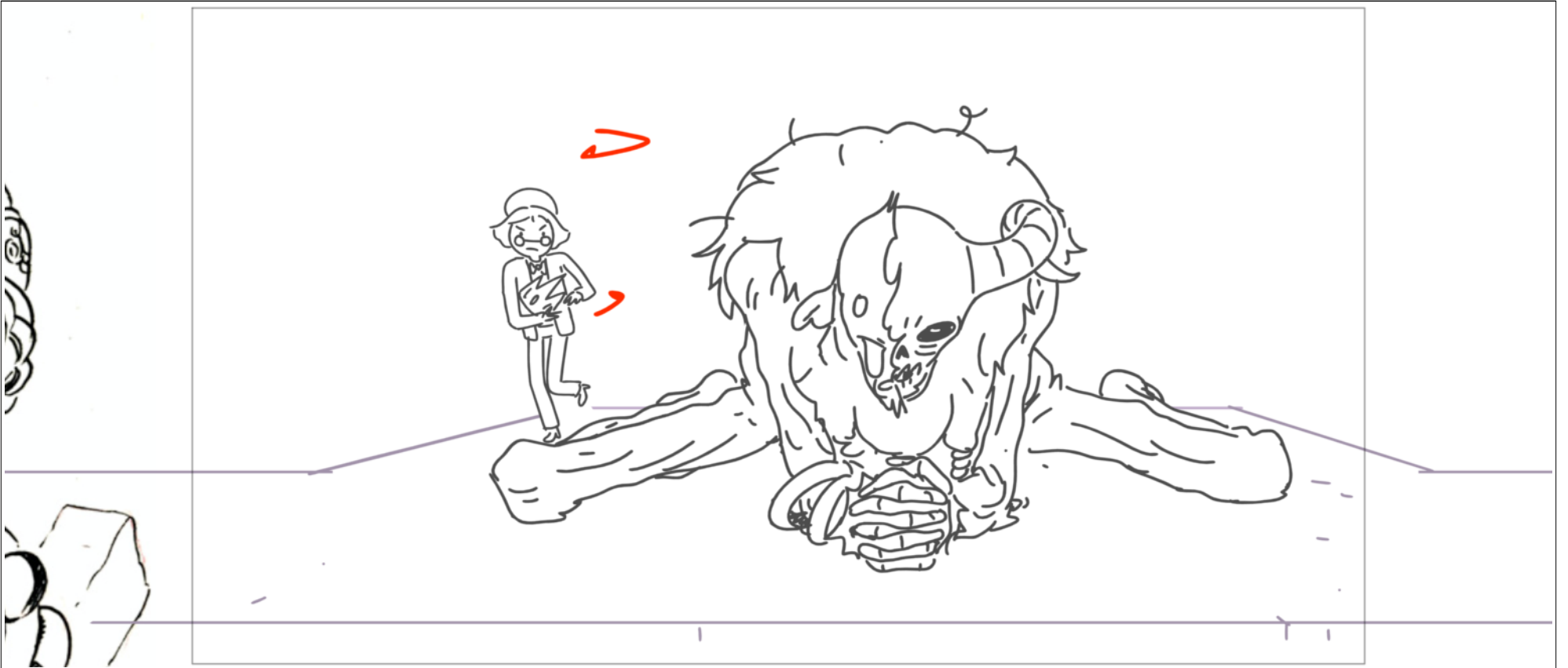


Dialog

Action Notes

SIMON stands and takes the CROWN from his arm as he turns

Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	6 / 10	00:01

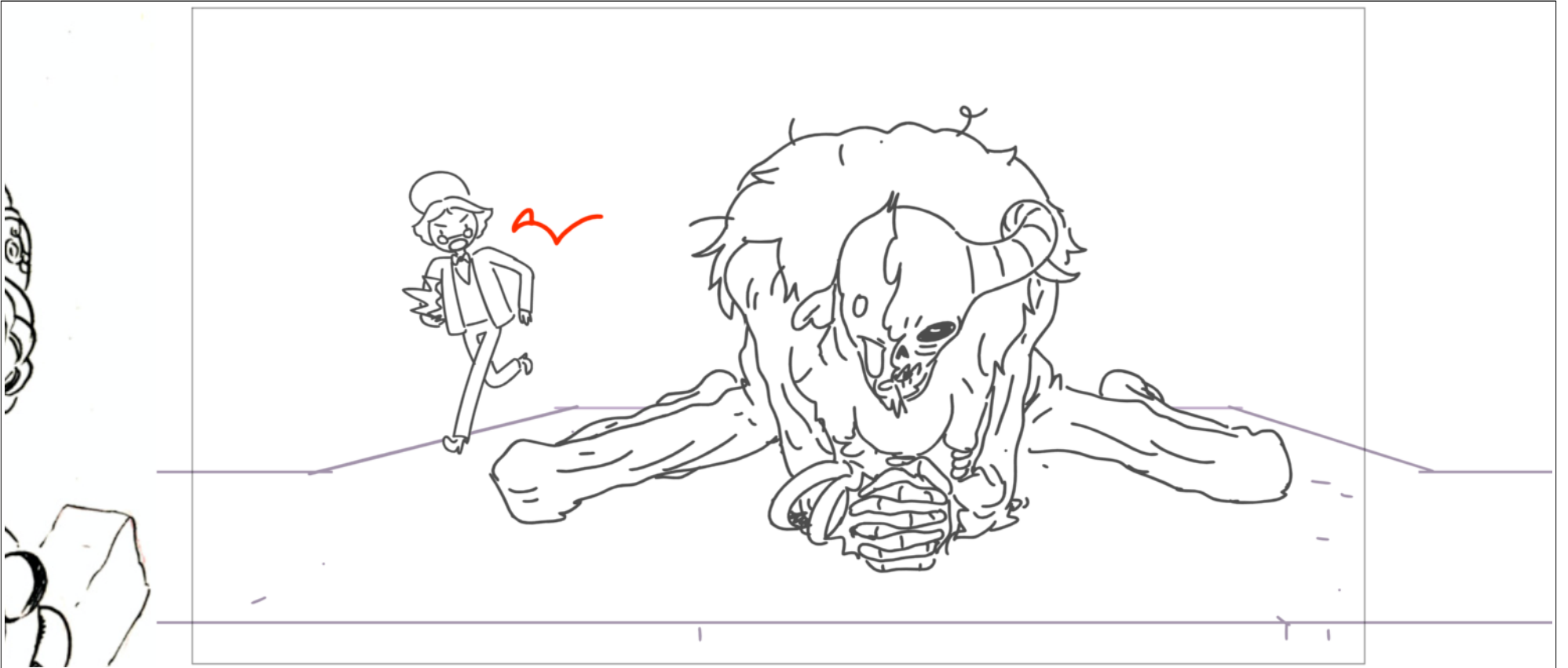


Dialog

Action Notes

SIMON turns and runs...

Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	7 / 10	00:01



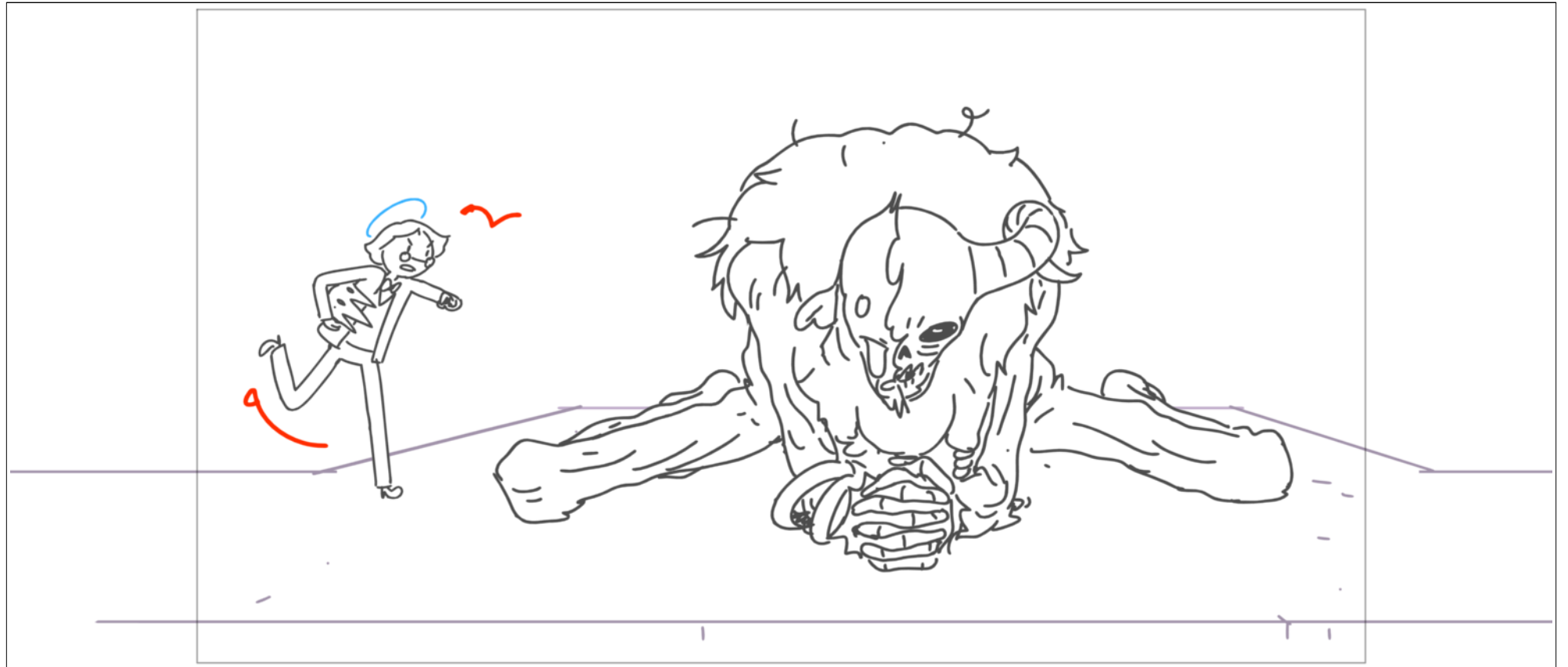
Dialog

**SIMON:**  
Hey!

Action Notes

over to the LICH

Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	8 / 10	00:01



Dialog

Action Notes  
SIMON winds up to kick the LICH



Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	9 / 10	00:01

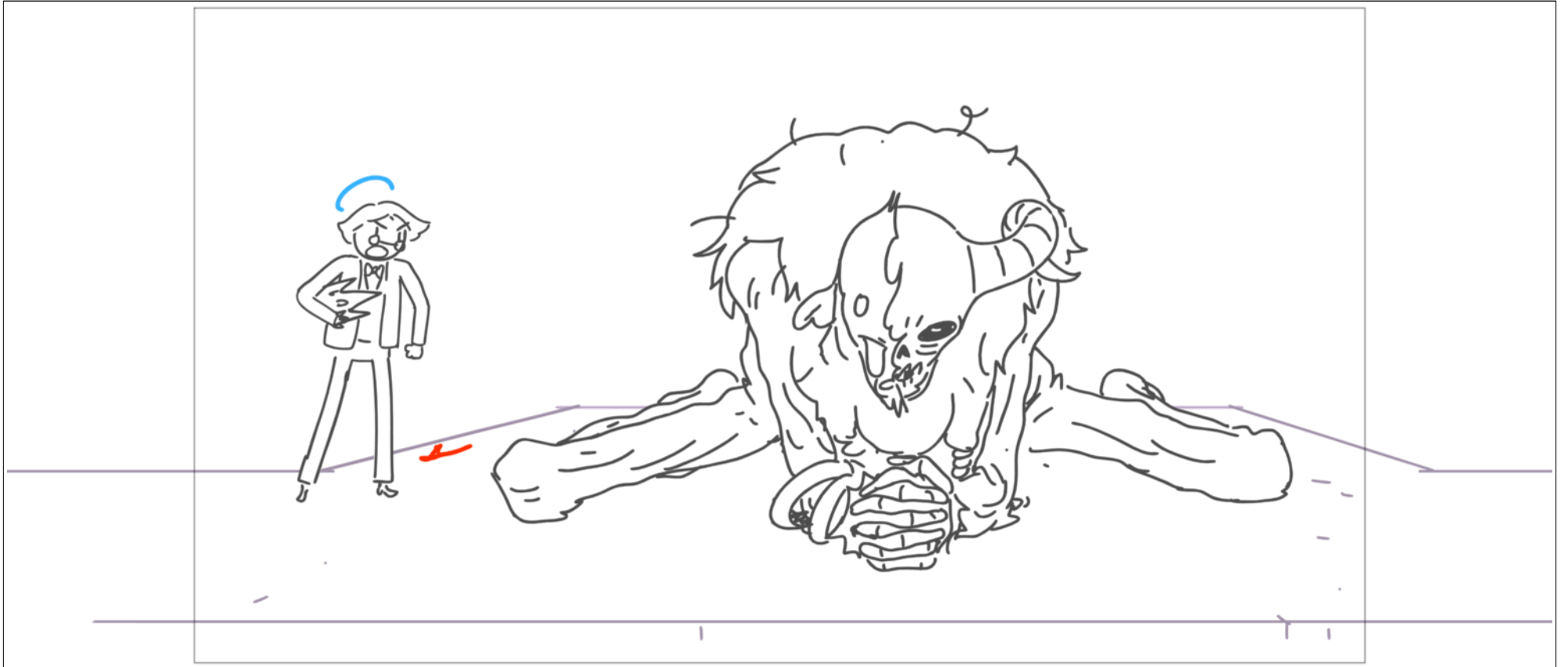


Dialog

Action Notes

SFX: kick (slightly gross sound of old flesh)

Scene	Feet : Frames	Panel / Total	Feet : Frames
37	00:10	10 / 10	00:01



Dialog

S:  
What did you do to my spell, huh?

Action Notes

The LICH doesn't react

Scene	Feet : Frames	Panel / Total	Feet : Frames
38	00:05	1 / 5	00:01



Dialog

LICH:  
(incantations)

Action Notes

H/U SIMON and the LICH

Scene	Feet : Frames	Panel / Total	Feet : Frames
38	00:05	2 / 5	00:01

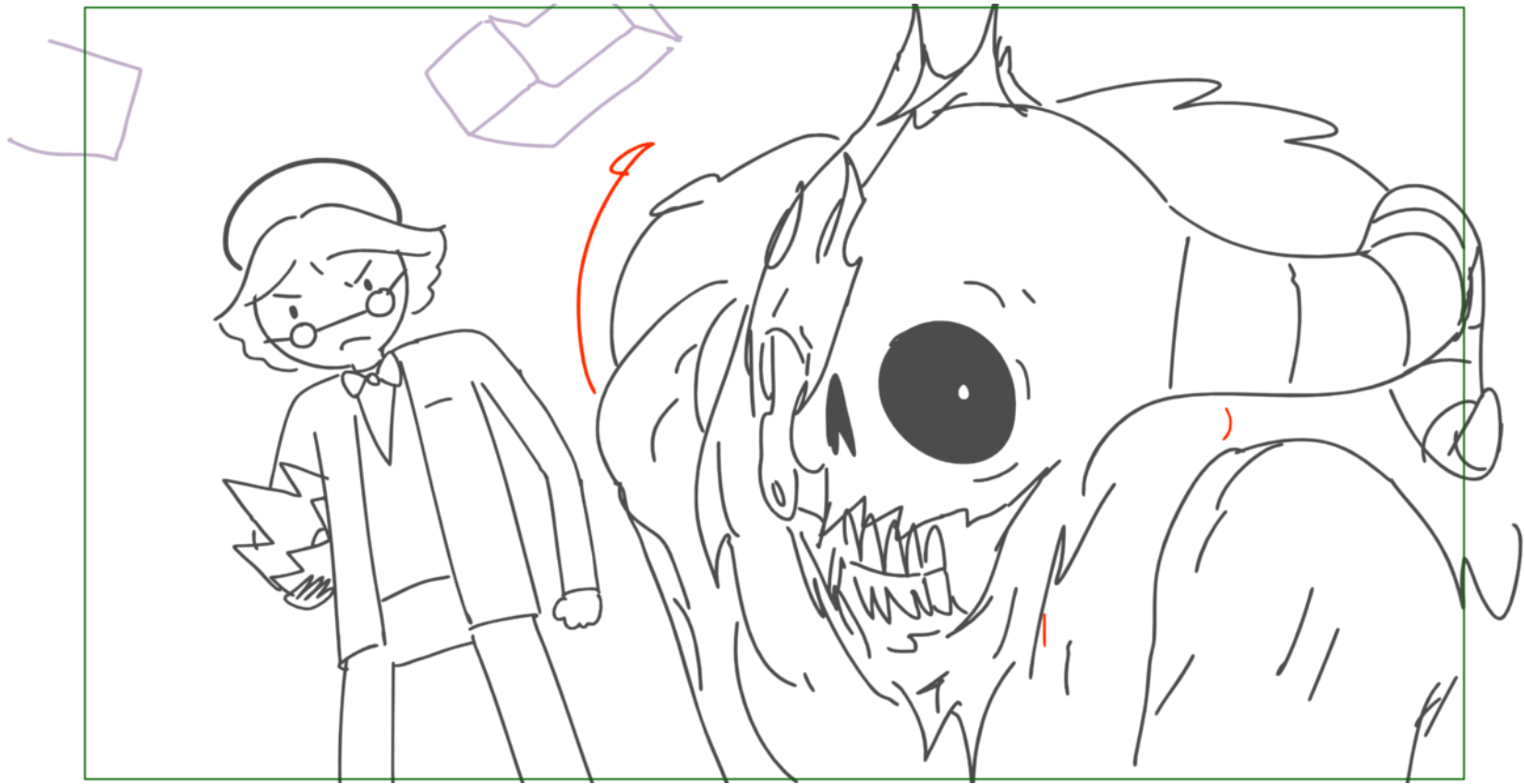


Dialog

S:  
Where are we?

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
38	00:05	3 / 5	00:01

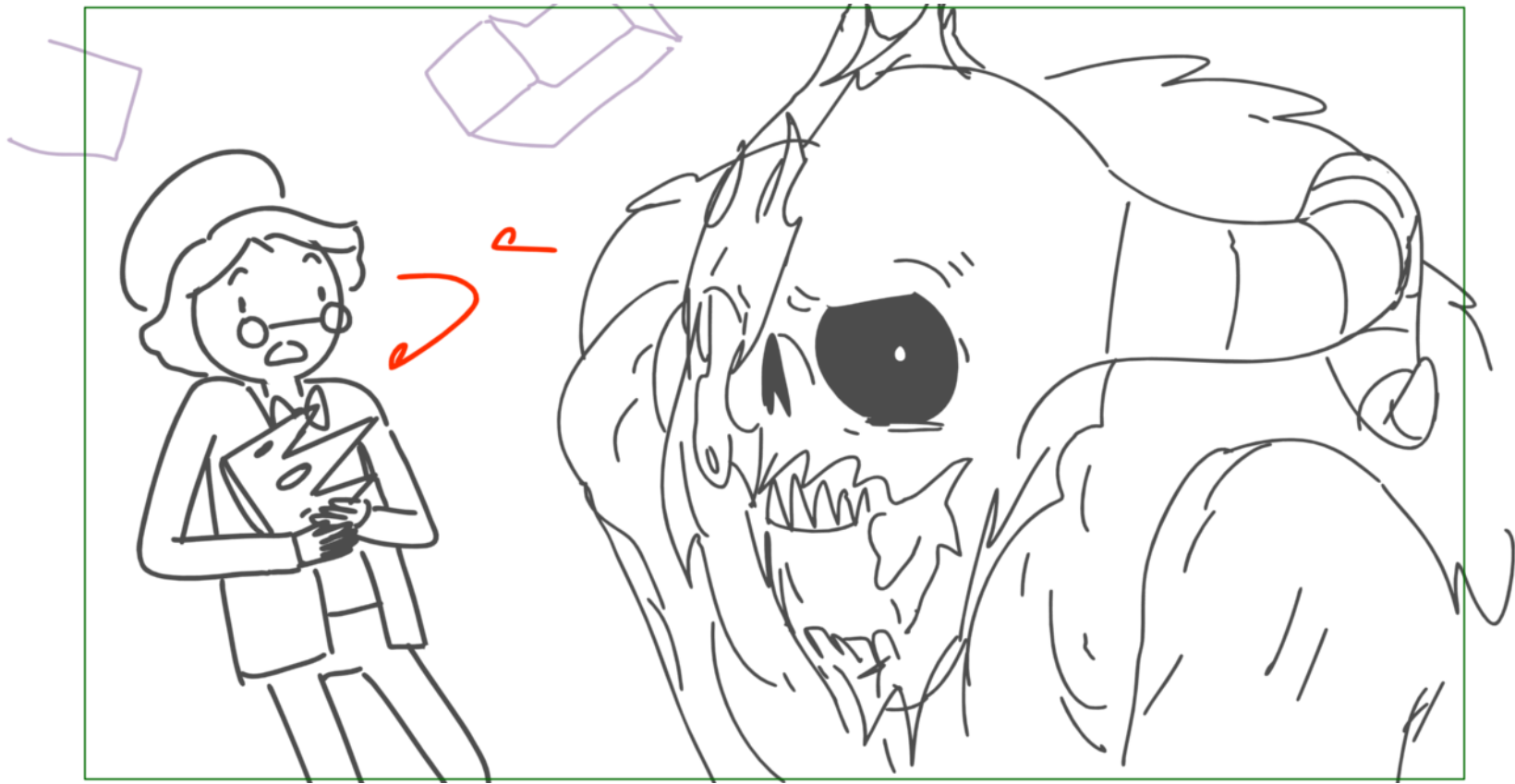


Dialog

Action Notes

LICH raises head suddenly  
SFX: bones cracking

Scene	Feet : Frames	Panel / Total	Feet : Frames
38	00:05	4 / 5	00:01



Dialog

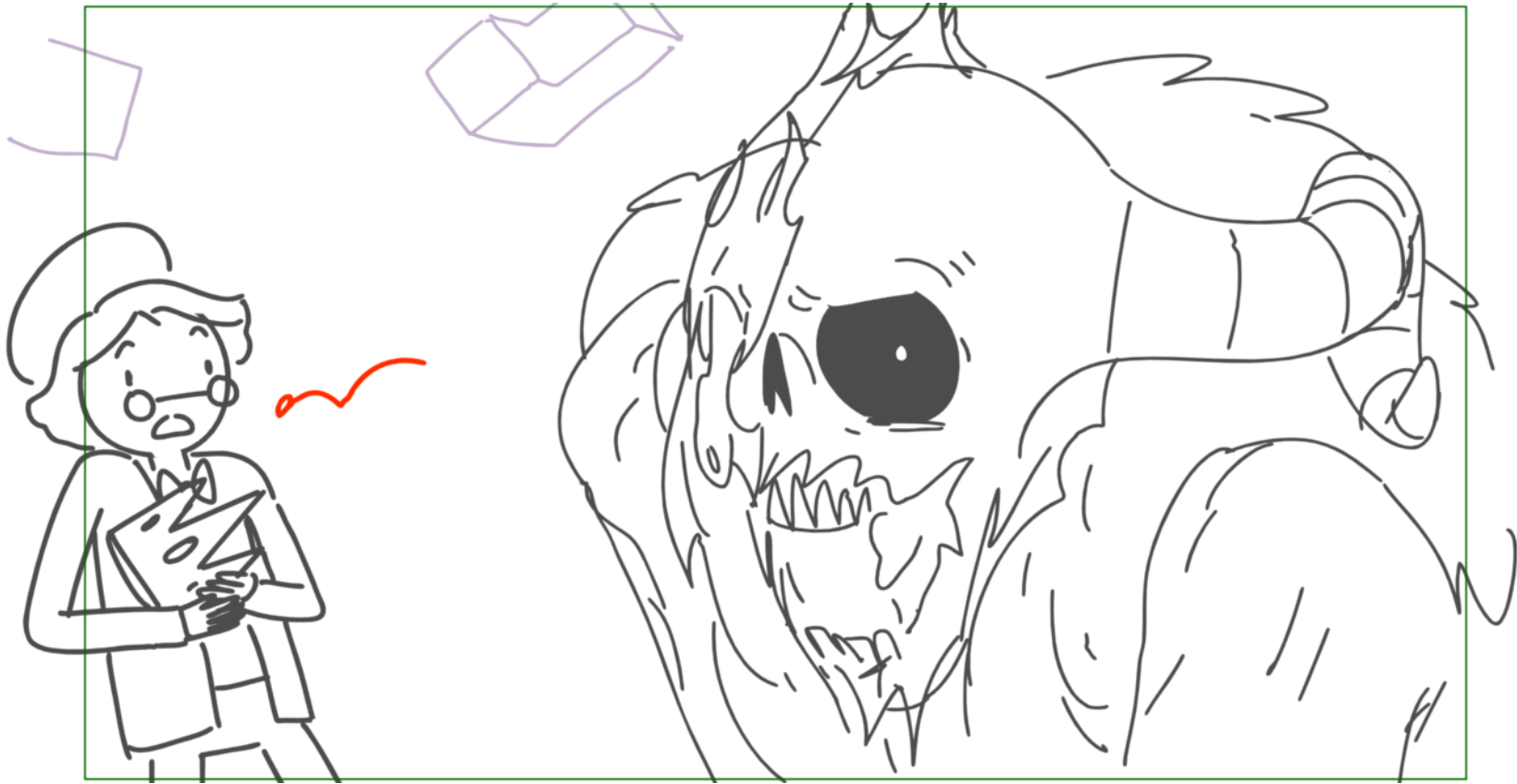
**LICH:**

O, great embodiment of Chaos!

Action Notes

SIMON startles and backs away as LICH barks a summon

Scene	Feet : Frames	Panel / Total	Feet : Frames
38	00:05	5 / 5	00:01



Dialog

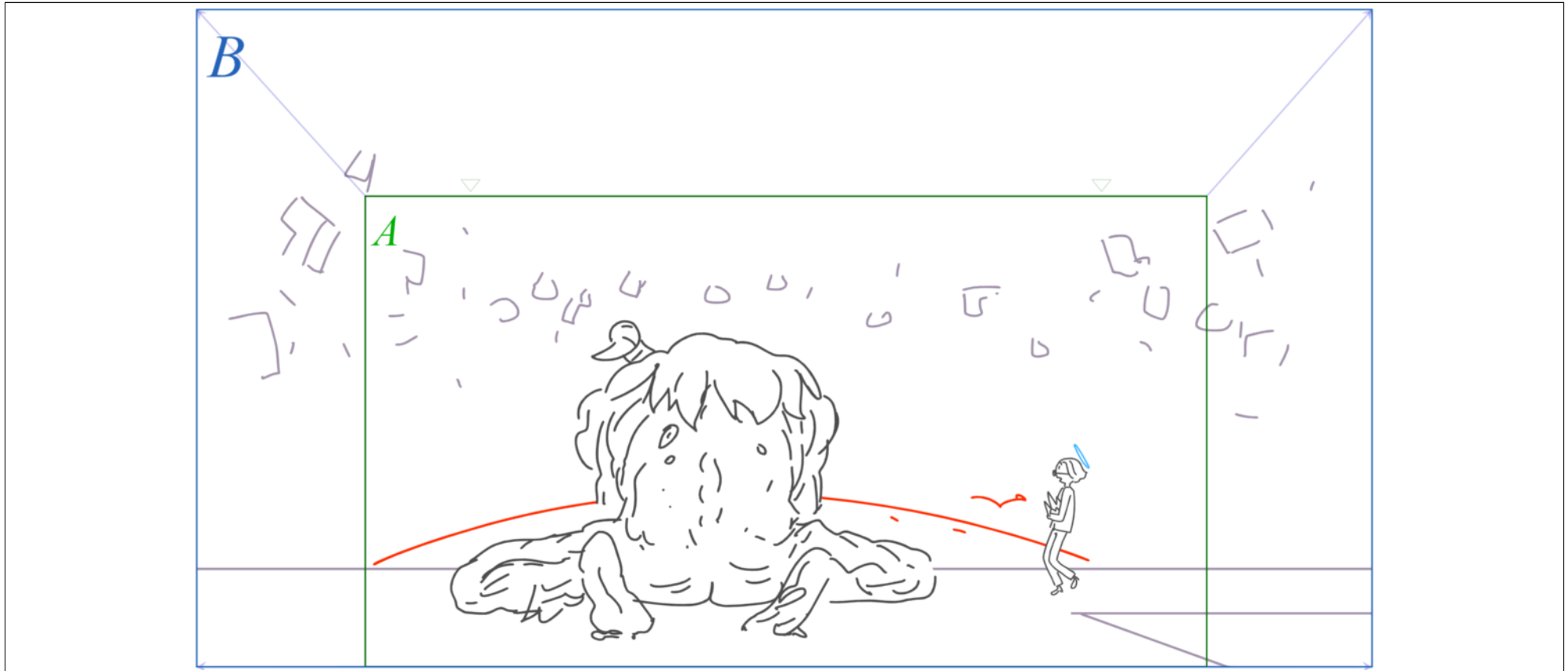
**LICH:**

O, great embodiment of Chaos!

Action Notes

SIMON back away

Scene Layout	Feet : Frames
39	00:03

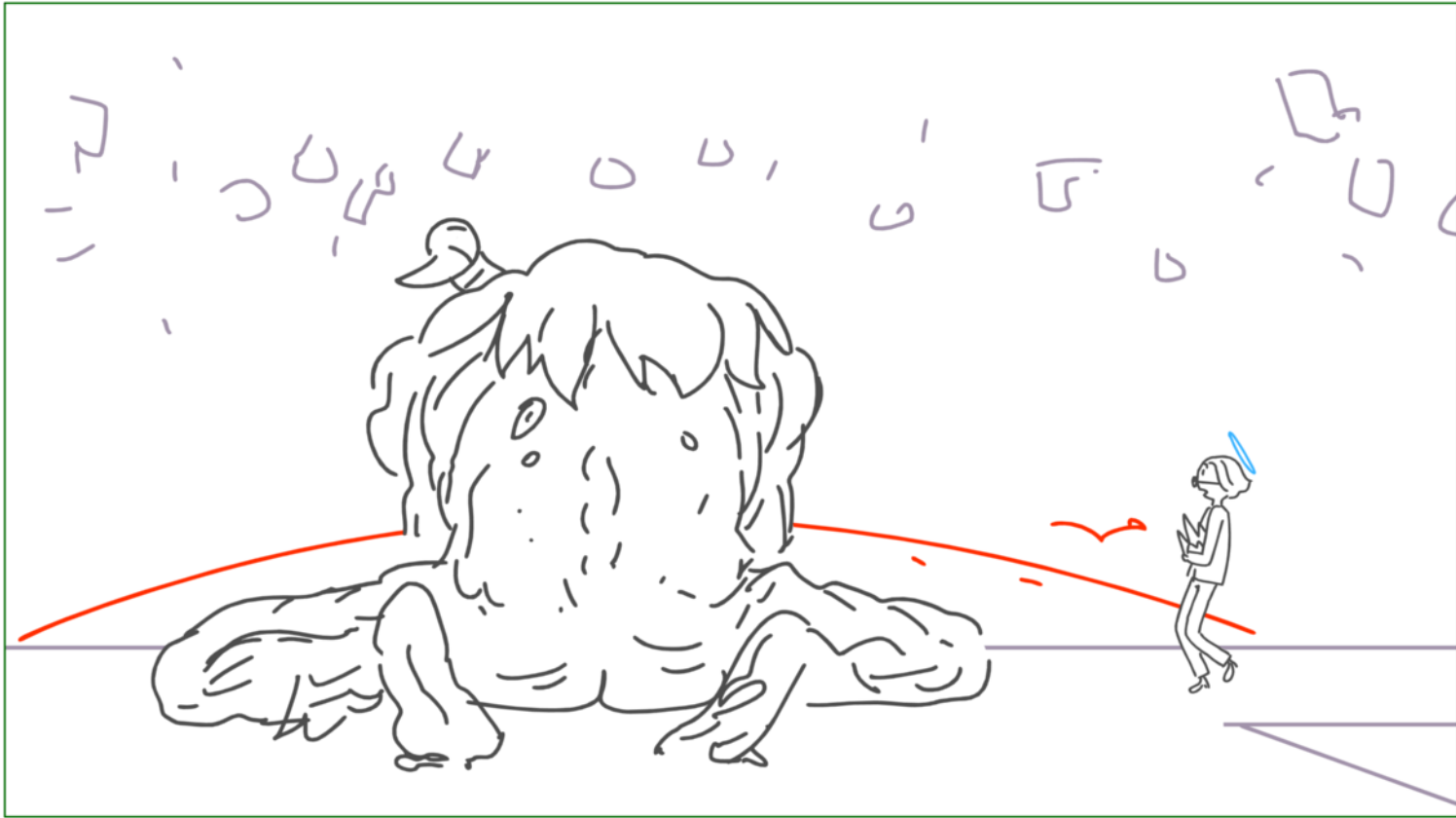


Dialog

Action Notes  
H/U SIMON backing away.  
CAM TRUCK OUT



Scene	Feet : Frames	Panel / Total	Feet : Frames
39	00:03	1 / 3	00:01

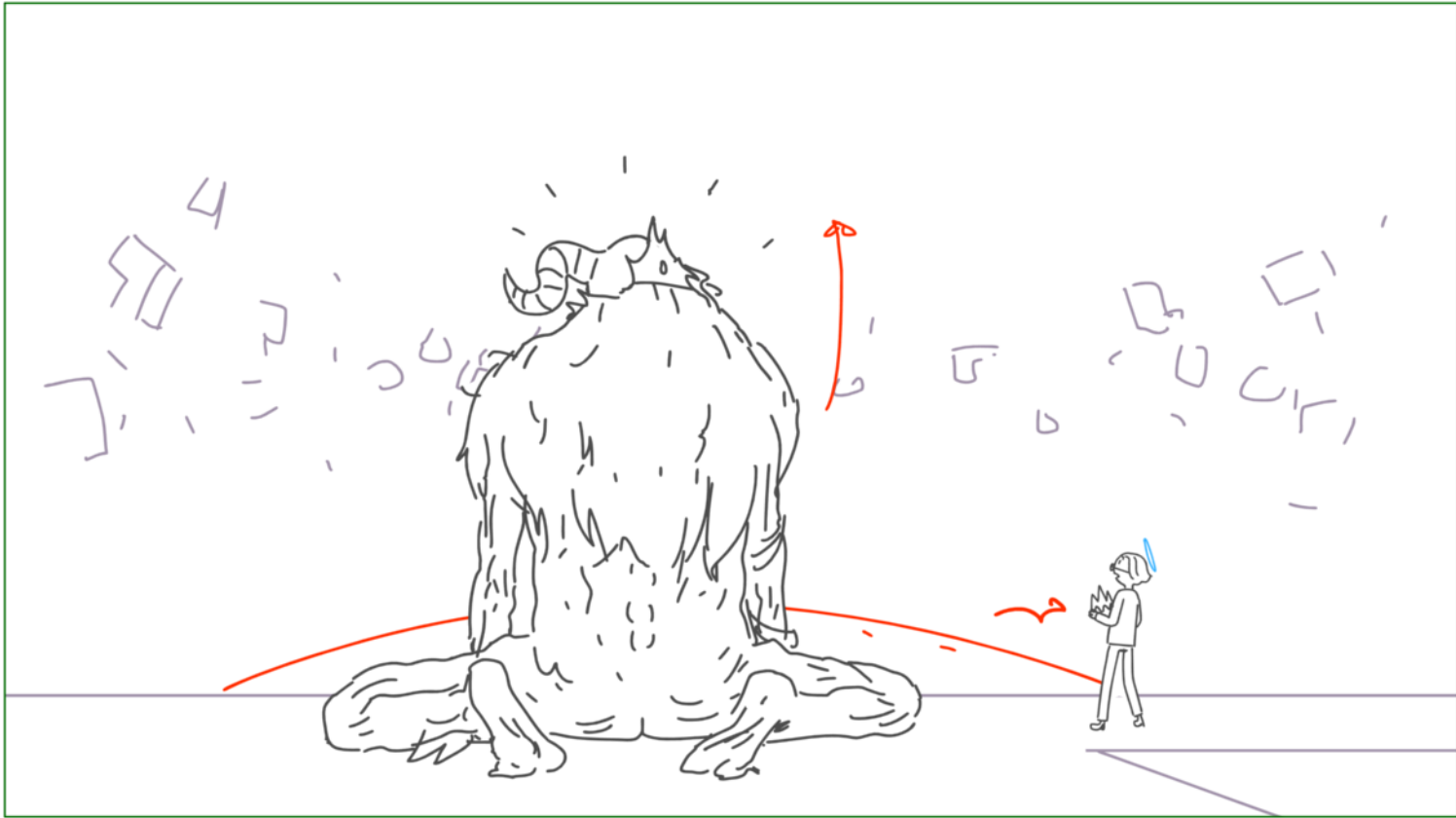


Dialog

Action Notes

H/U SIMON backing away.  
CAM TRUCK OUT

Scene	Feet : Frames	Panel / Total	Feet : Frames
39	00:03	2 / 3	00:01

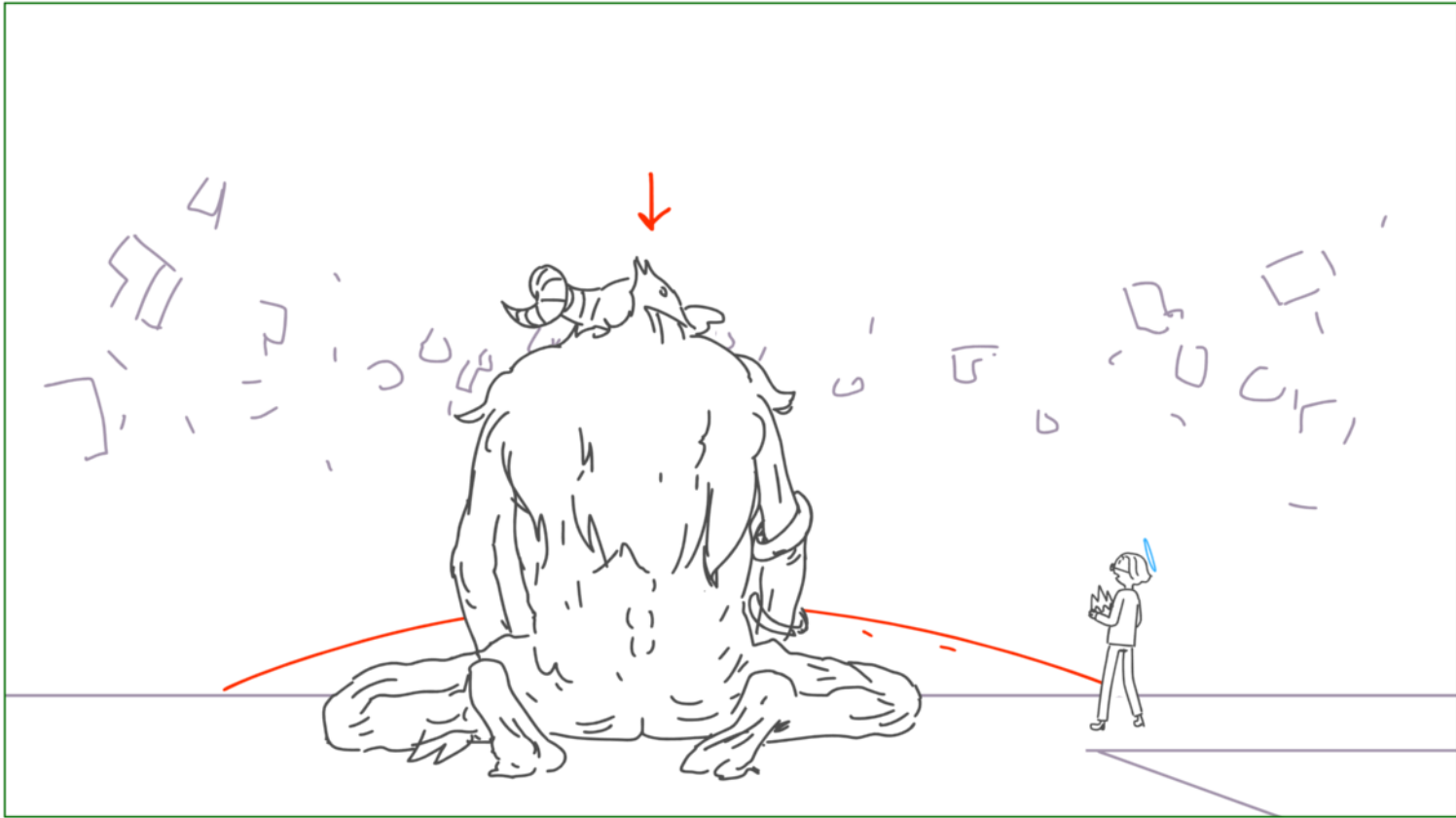


Dialog

LICH:  
Hear me!

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
39	00:03	3 / 3	00:01



Dialog

Action Notes

LICH settle

Scene	Feet : Frames	Panel / Total	Feet : Frames
40	00:02	1 / 2	00:01



Dialog

Action Notes

H/U SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
40	00:02	2 / 2	00:01



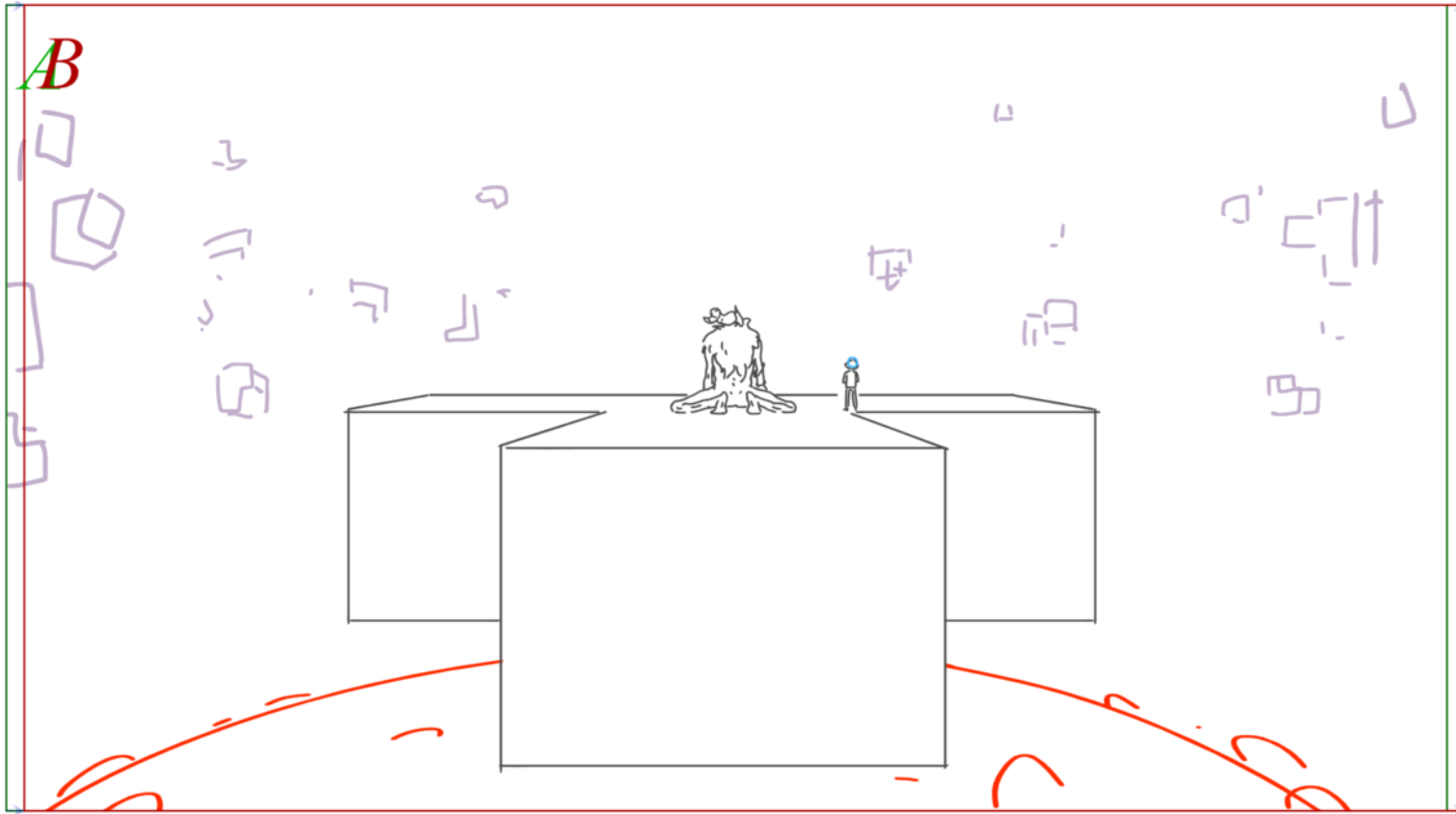
Dialog

S:  
Who hear?

Action Notes

SIMON turns to look in the direction the Lich is looking

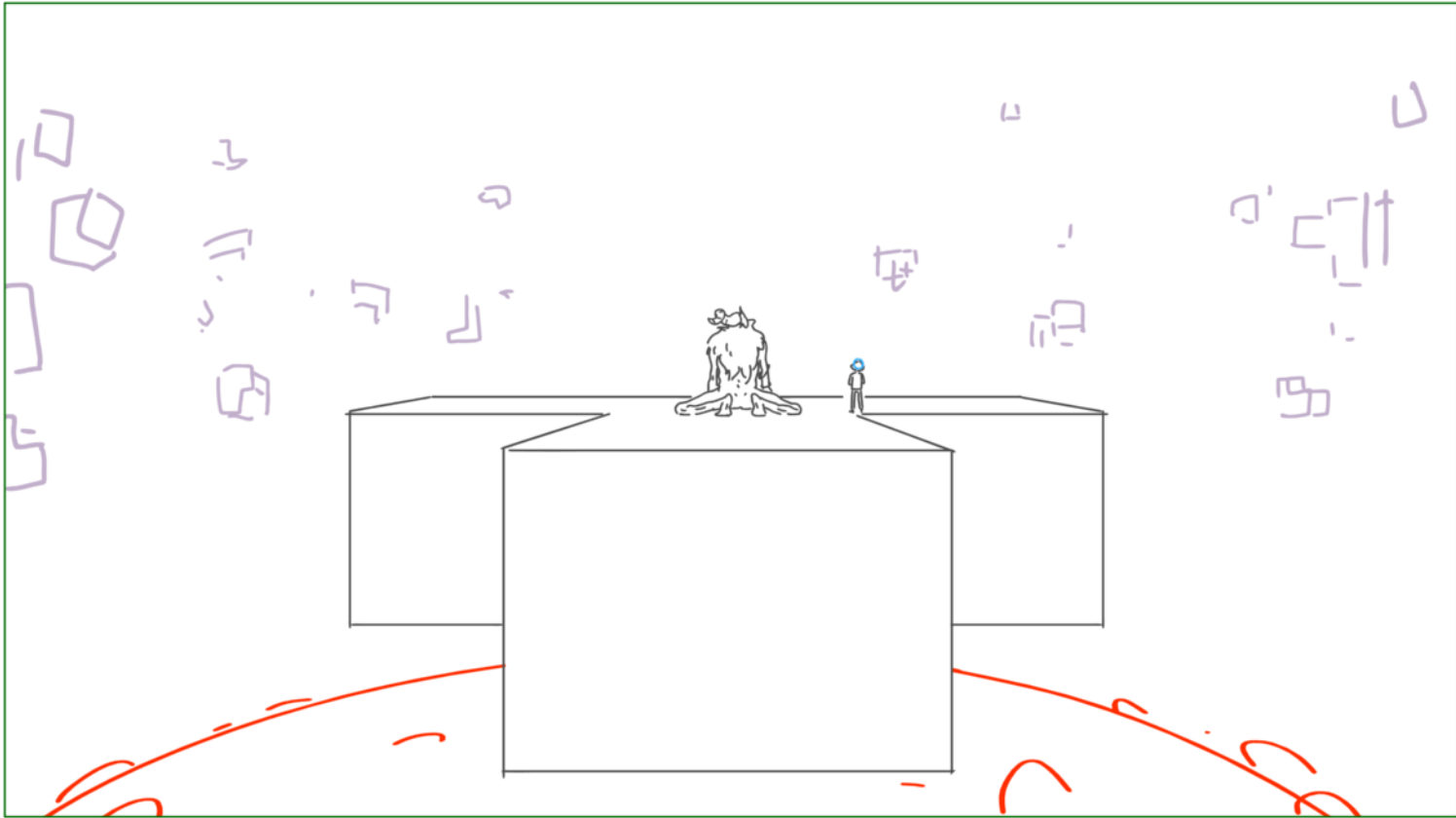
Scene Layout	Feet : Frames
41	00:02



Dialog
L: For ages untold i studies your ways...

Action Notes
CAM DRIFT H/U SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
41	00:02	1 / 2	00:01



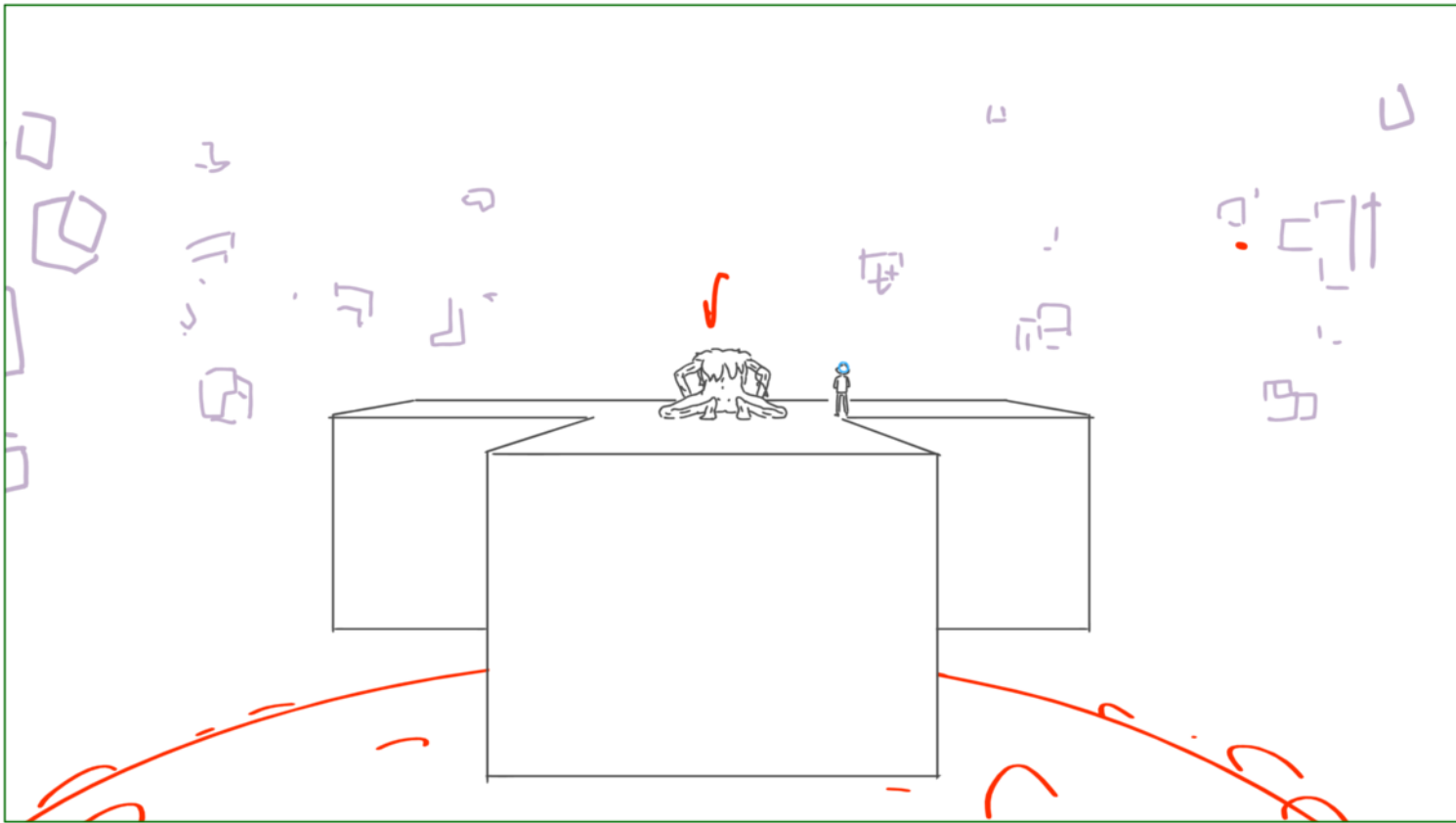
Dialog

L:  
For ages untold i studies your ways...

Action Notes

CAM DRIFT  
H/U SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
41	00:02	2 / 2	00:01



Dialog

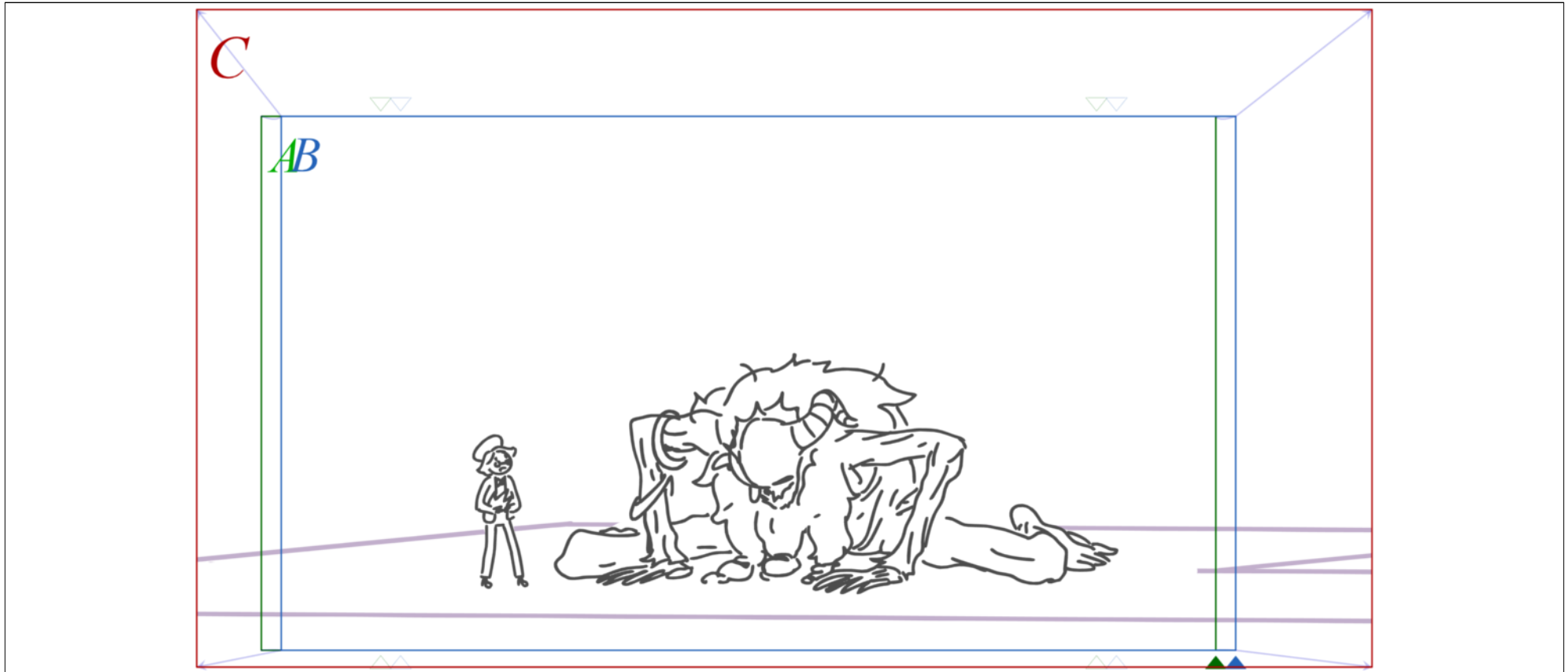
L:  
... I devoted my existence to you.

Action Notes

LICH bows deeply, on his hands



Scene Layout	Feet : Frames
42	00:07



Dialog
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Action Notes
CAM DRIFT H/U LICH and SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
42	00:07	1 / 7	00:01



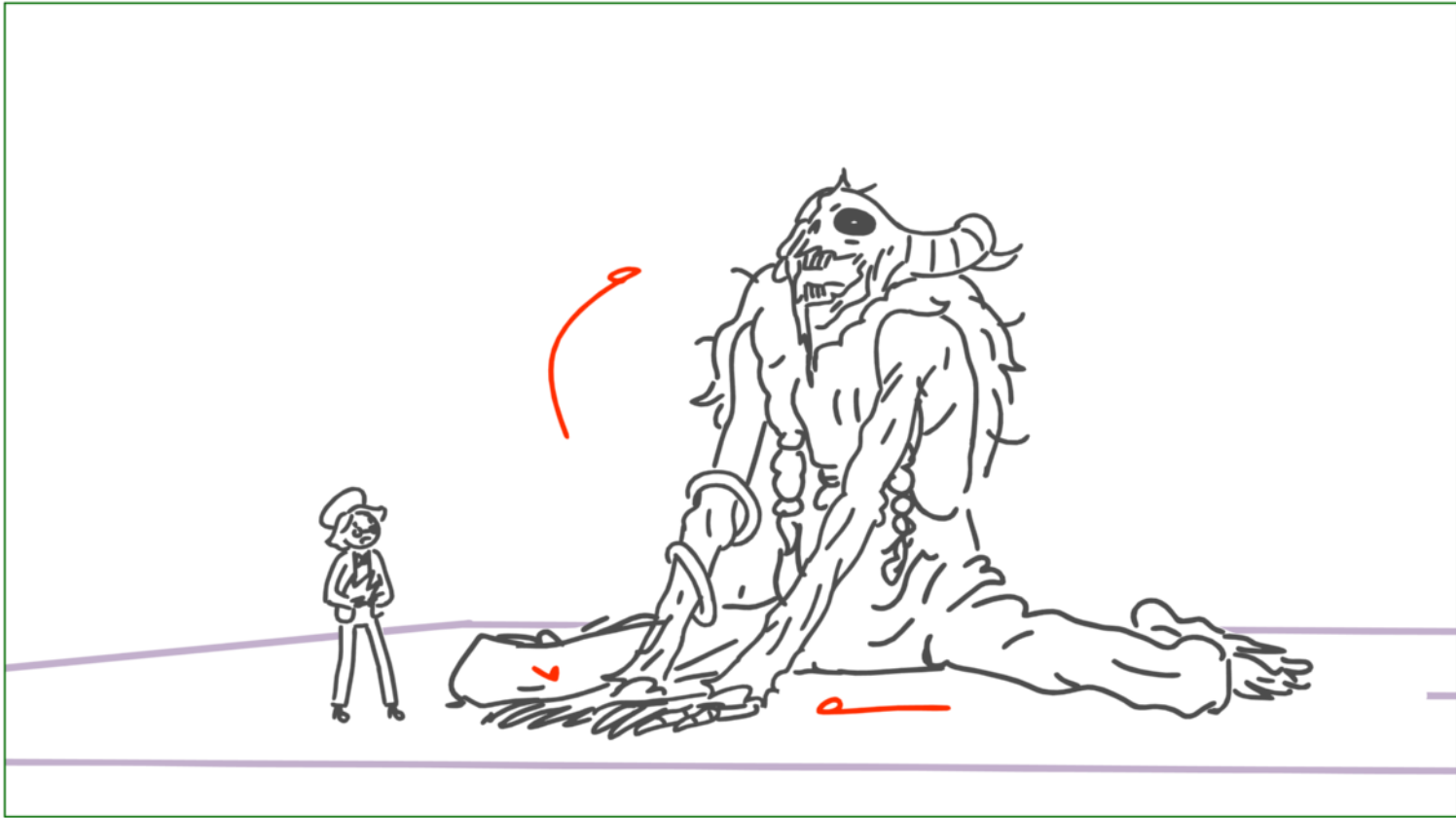
Dialog

Action Notes

CAM DRIFT

H/U LICH and SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
42	00:07	2 / 7	00:01



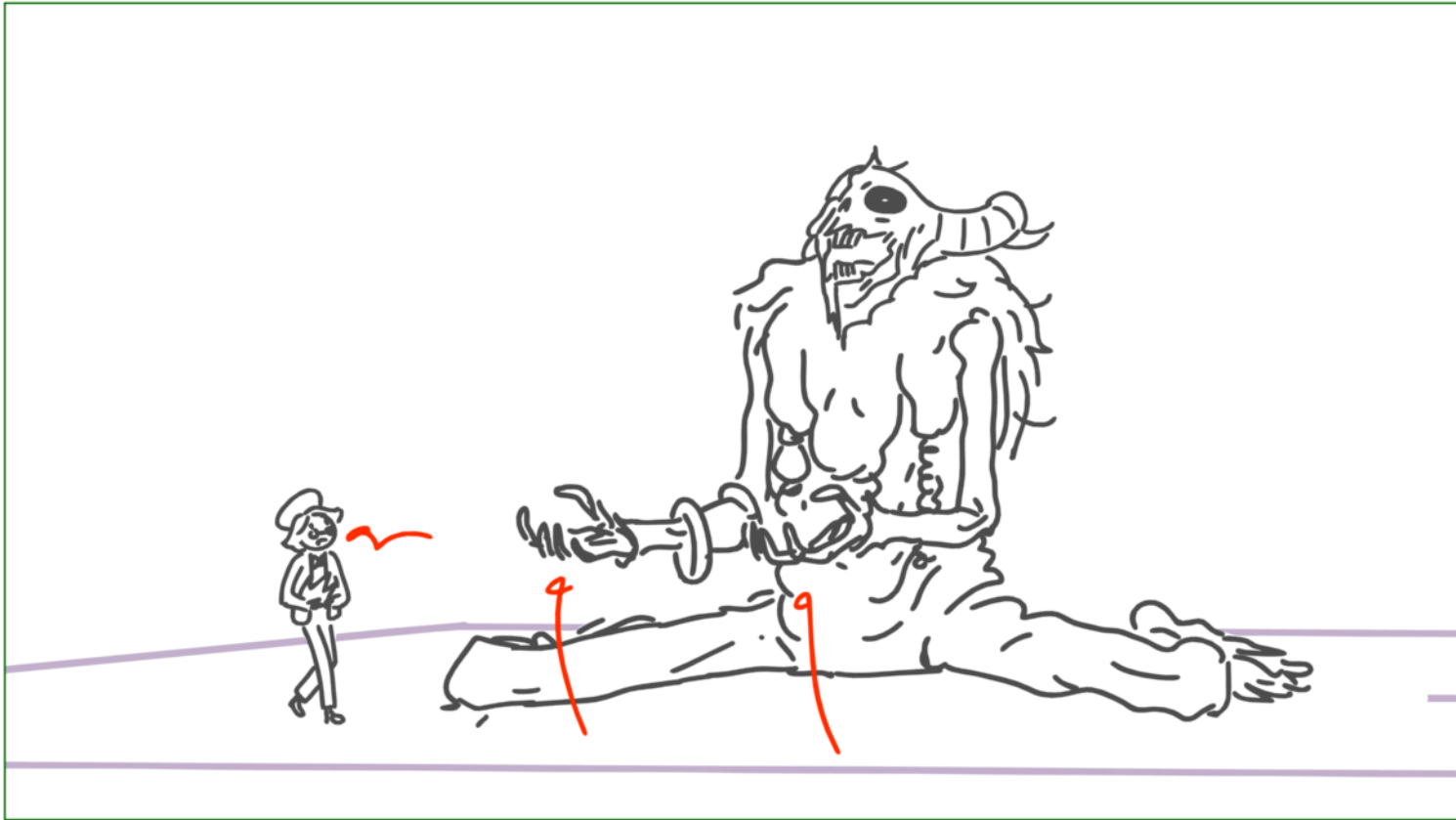
Dialog

L:  
I strove to be your vassal on the physical plane:

Action Notes

LICH sits up, calling out

Scene	Feet : Frames	Panel / Total	Feet : Frames
42	00:07	3 / 7	00:01



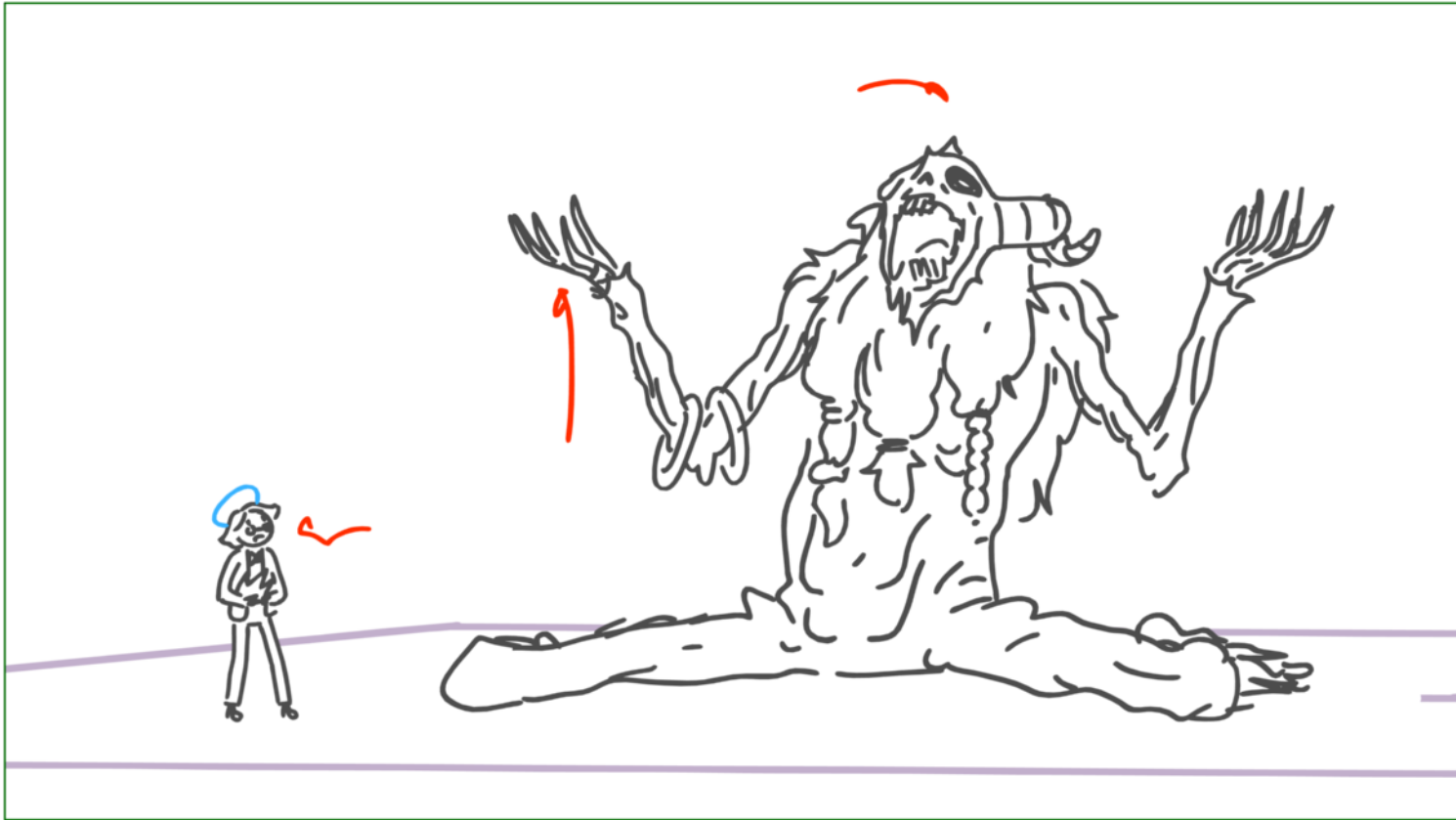
Dialog

L:  
to build...

Action Notes

he speaks, gesturing with his hands.  
SIMON backs away

Scene	Feet : Frames	Panel / Total	Feet : Frames
42	00:07	4 / 7	00:01



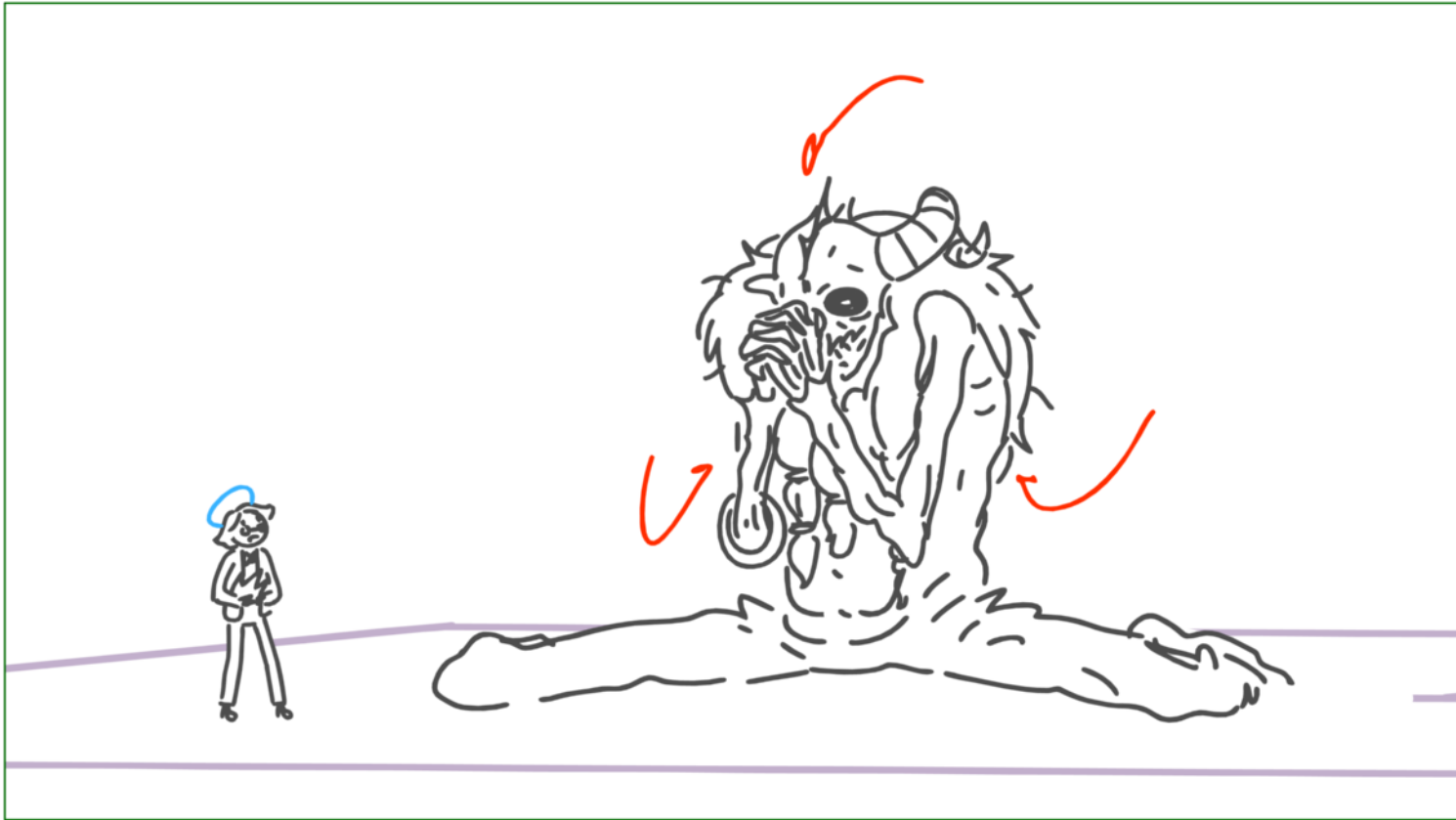
Dialog

L:  
... mountains of bodies in your honor.

Action Notes

SIMON stops

Scene	Feet : Frames	Panel / Total	Feet : Frames
42	00:07	5 / 7	00:01



Dialog

L:  
To extinguish all life.

Action Notes

LICH clasps his hands and bows his head

Scene	Feet : Frames	Panel / Total	Feet : Frames
42	00:07	6 / 7	00:01

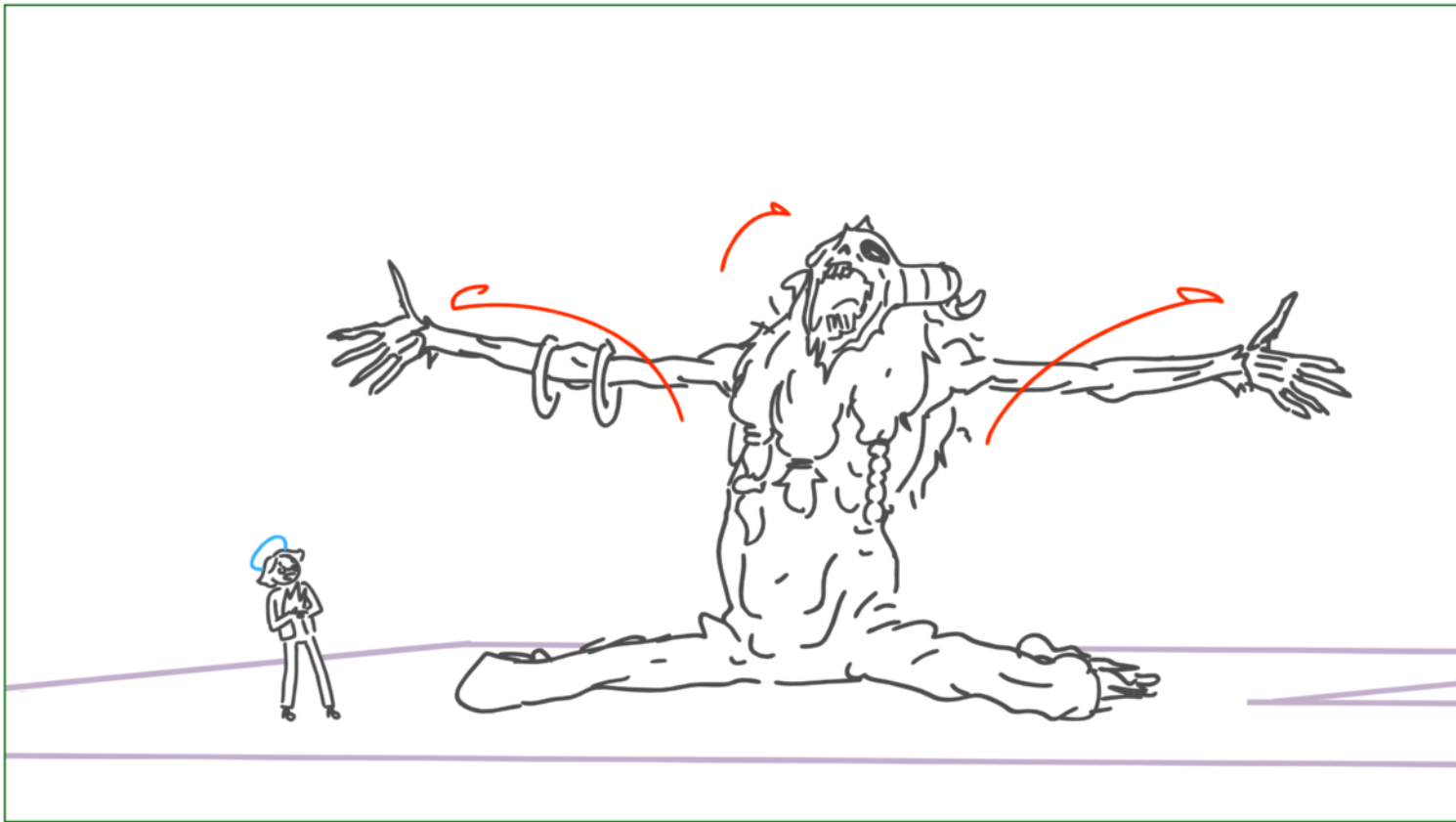


Dialog

Action Notes

beat

Scene	Feet : Frames	Panel / Total	Feet : Frames
42	00:07	7 / 7	00:01



Dialog

L:  
And in my universe...

Action Notes

TRK OUT  
LICH suddenly stretches out his hands in grand gesture



Scene Layout	Feet : Frames
43	00:03



Dialog

Action Notes

H/U LICH

Scene	Feet : Frames	Panel / Total	Feet : Frames
43	00:03	1 / 3	00:01



Dialog

Action Notes

H/U LICH

Scene	Feet : Frames	Panel / Total	Feet : Frames
43	00:03	2 / 3	00:01



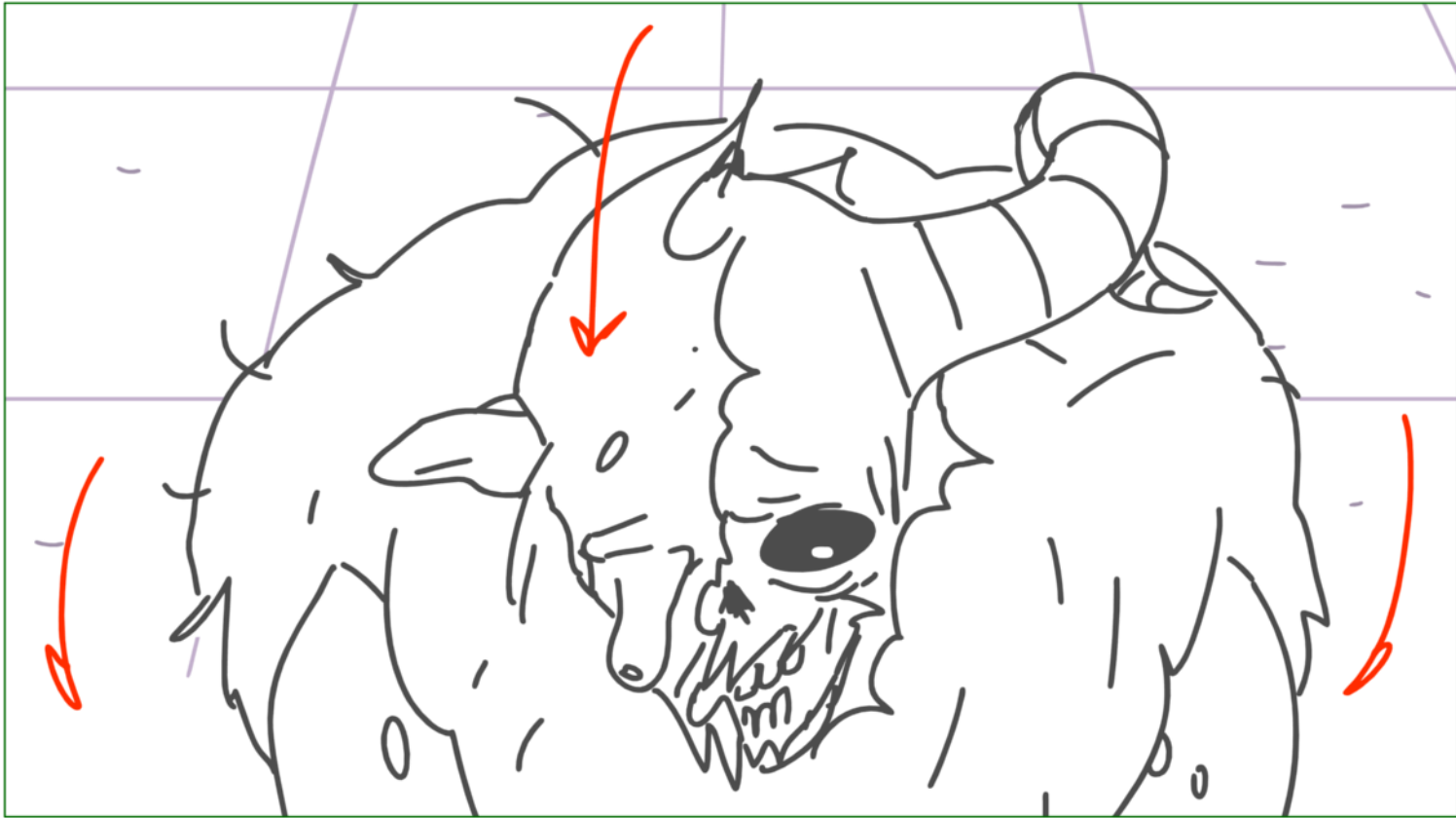
Dialog

LICH:  
... this i achieved!

Action Notes

SNAP TRK IN

Scene	Feet : Frames	Panel / Total	Feet : Frames
43	00:03	3 / 3	00:01

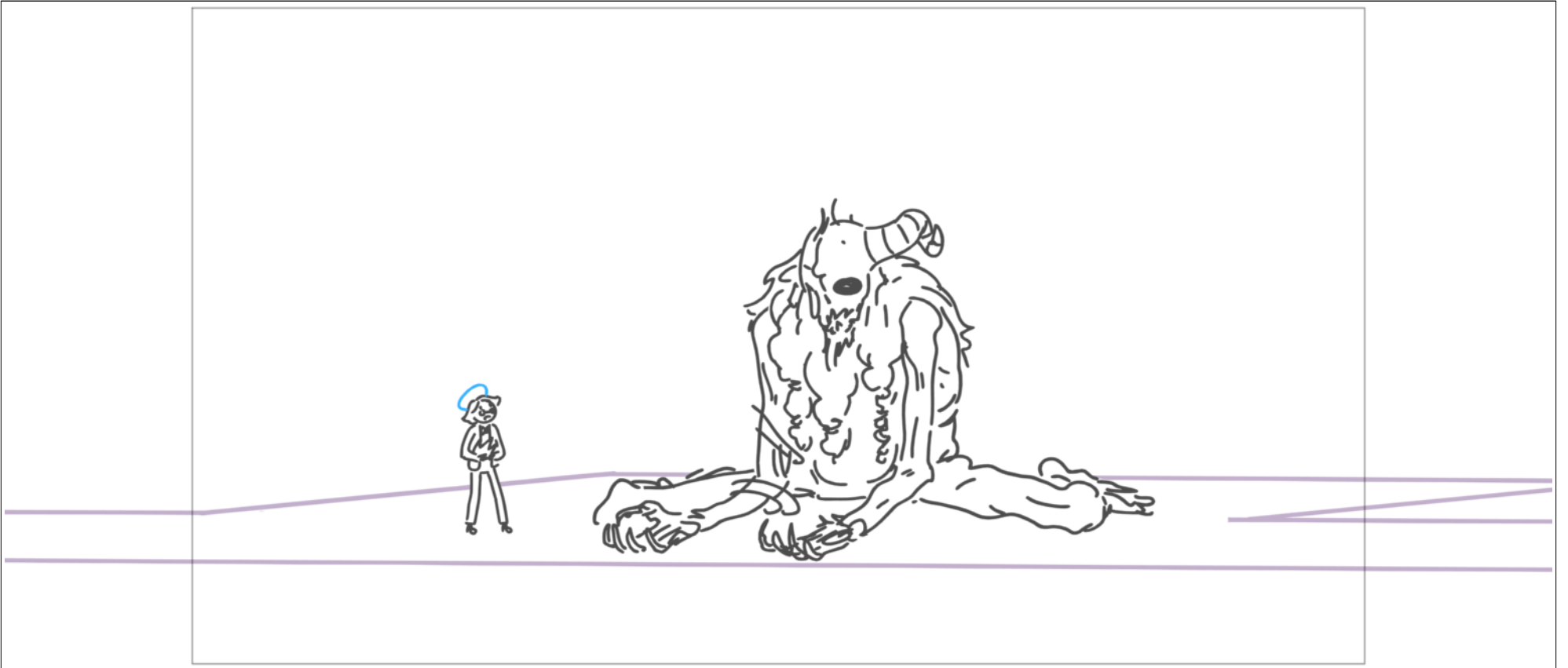


Dialog

Action Notes

CAM ADJ following LICH as he bows his head and drops his arms

Scene	Feet : Frames	Panel / Total	Feet : Frames
44	00:02	1 / 2	00:01

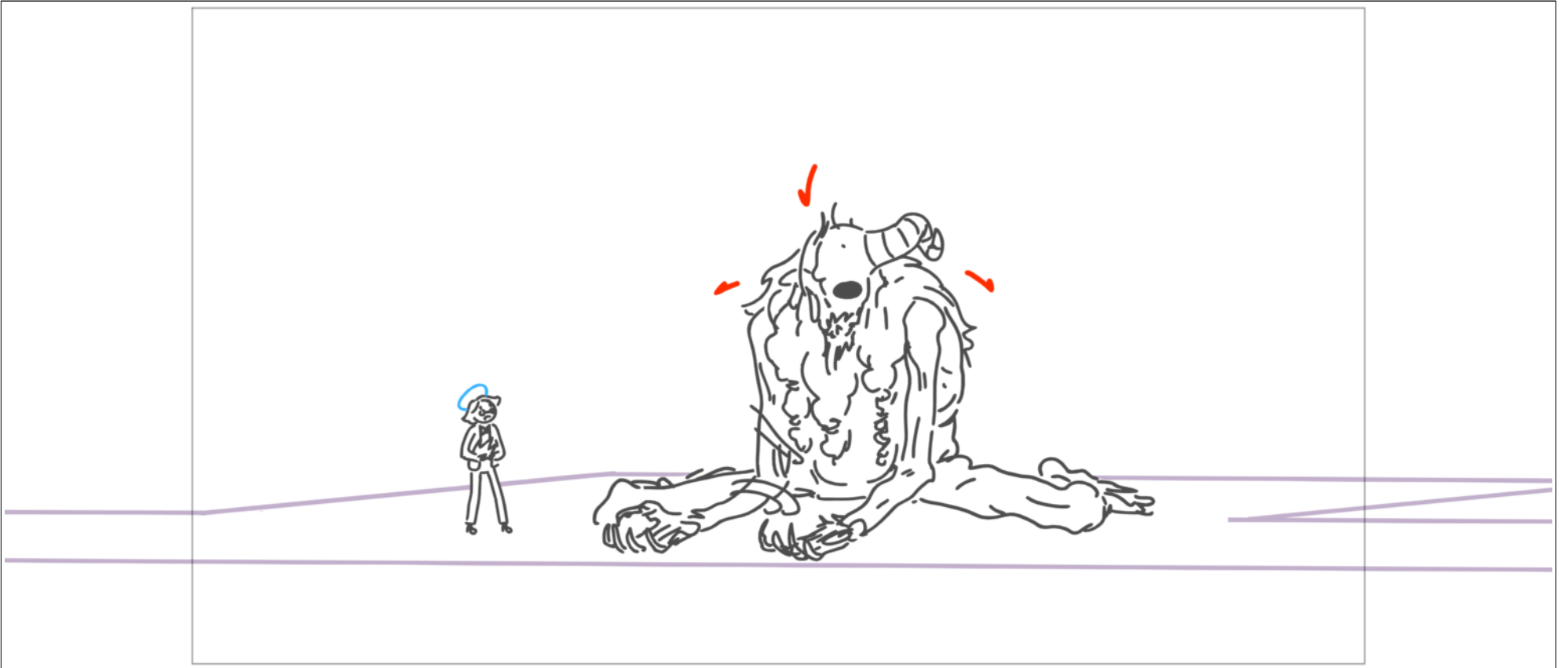


Dialog

L:  
... But ...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
44	00:02	2 / 2	00:01



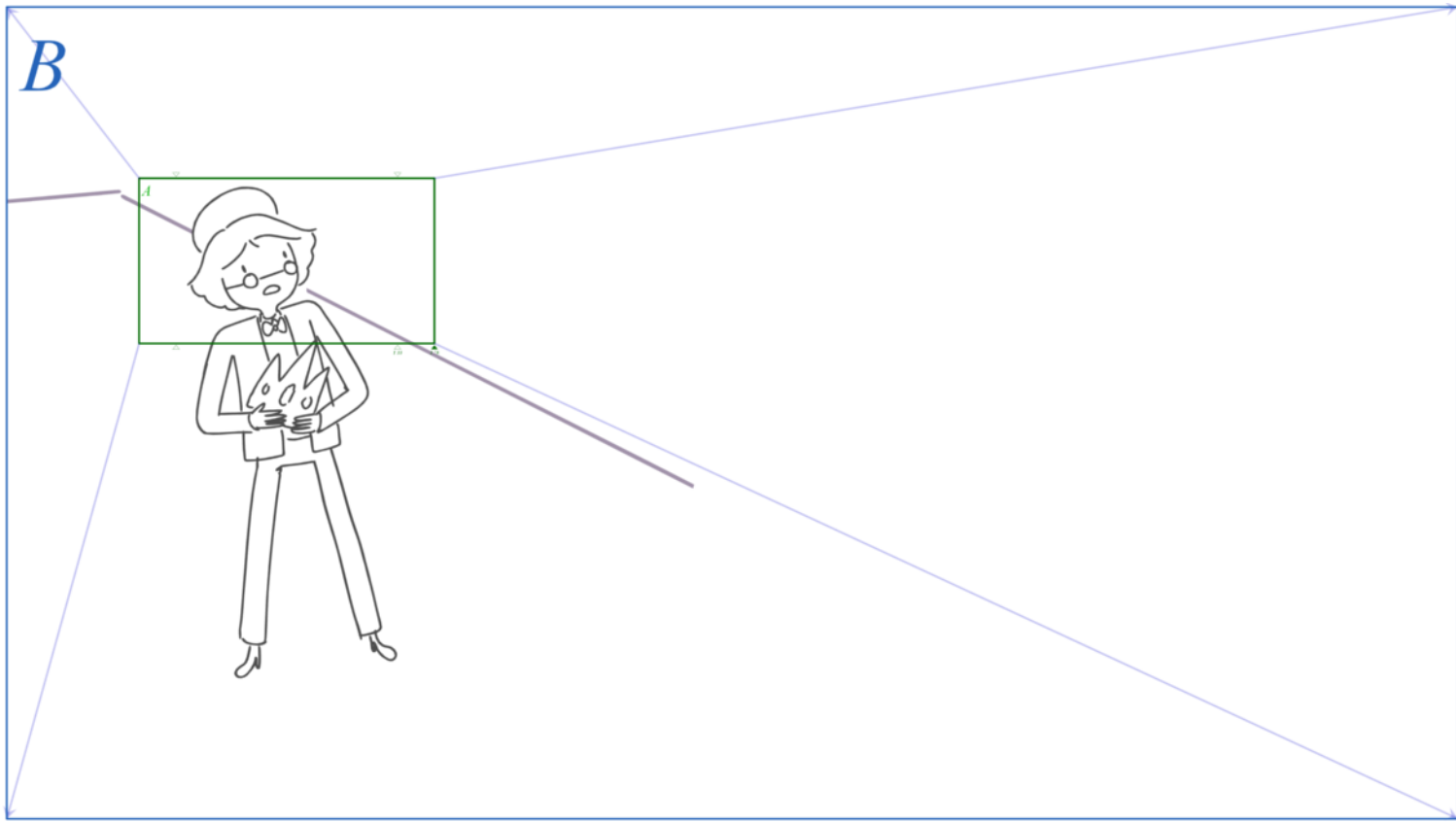
Dialog

Action Notes

beat

LICH relaxes his shoulders

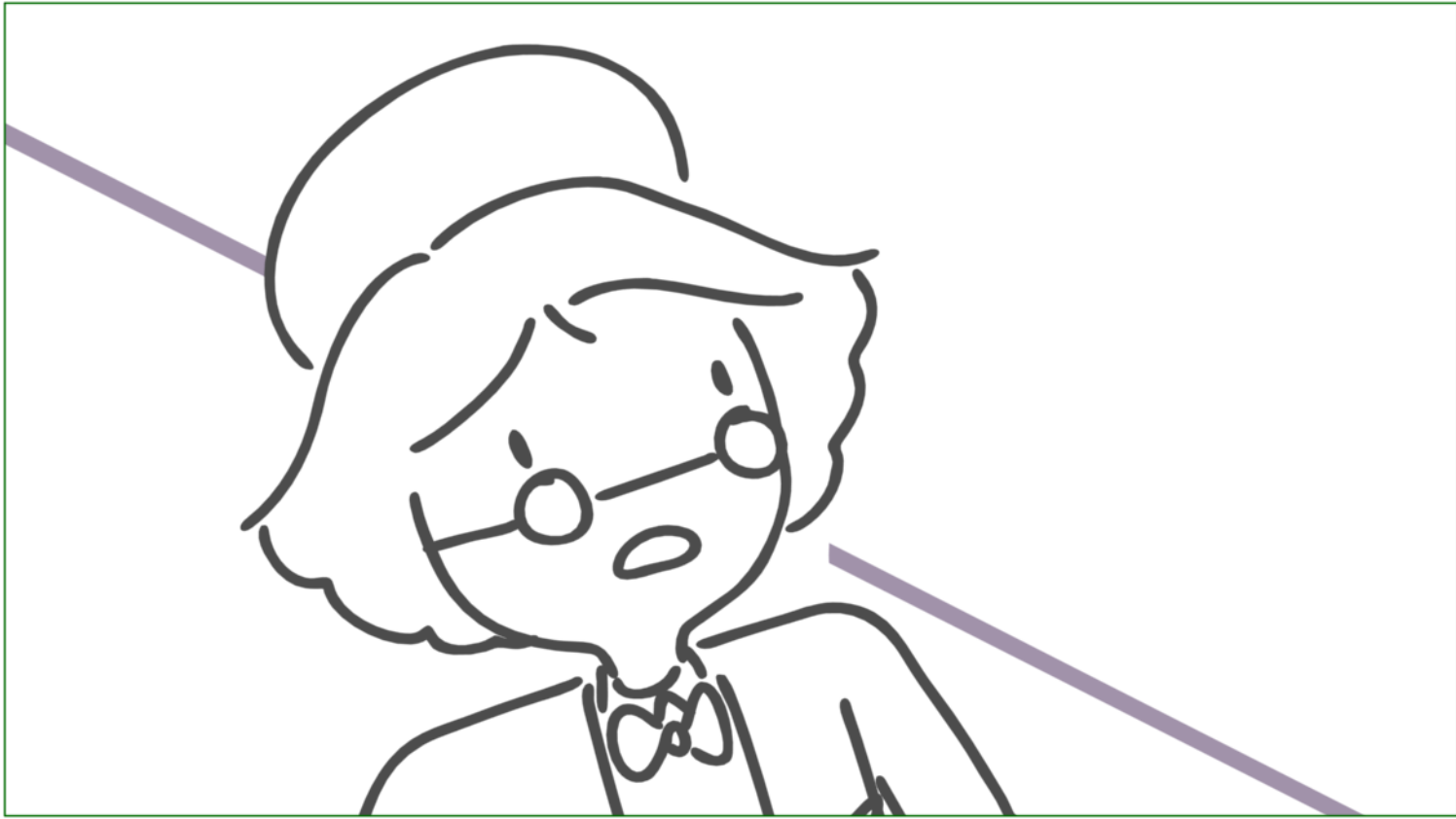
Scene Layout	Feet : Frames
45	00:06



Dialog
L (O/S): ... it gave me no satisfaction.

Action Notes
SIMON looks at LICH O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
45	00:06	1 / 6	00:01



Dialog

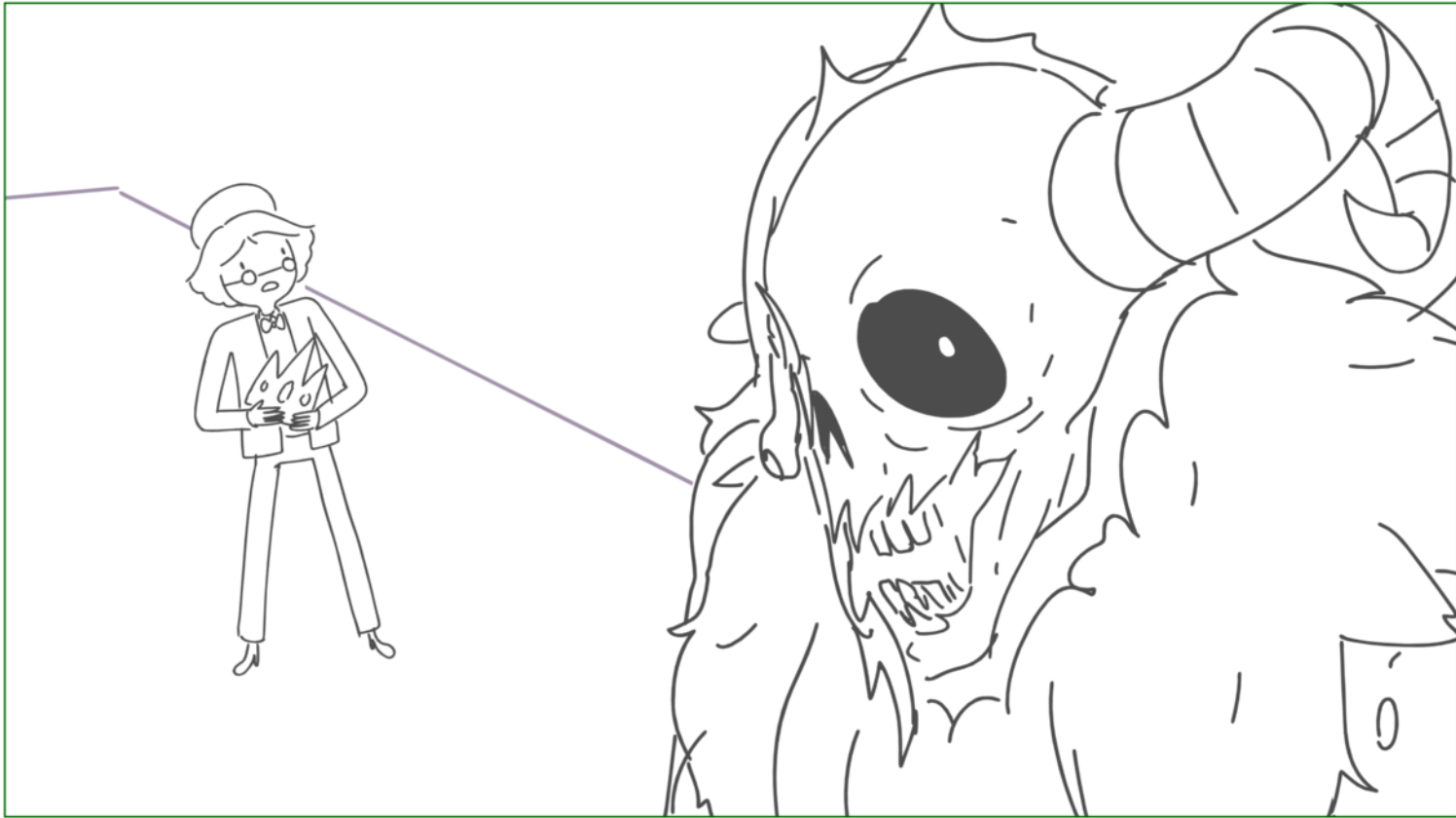
L (O/S):  
... it gave me no satisfaction.

Action Notes

SIMON looks at LICH O/S



Scene	Feet : Frames	Panel / Total	Feet : Frames
45	00:06	2 / 6	00:01



Dialog

L:  
In succeeding I lost all purpose.

Action Notes

TRK OUT

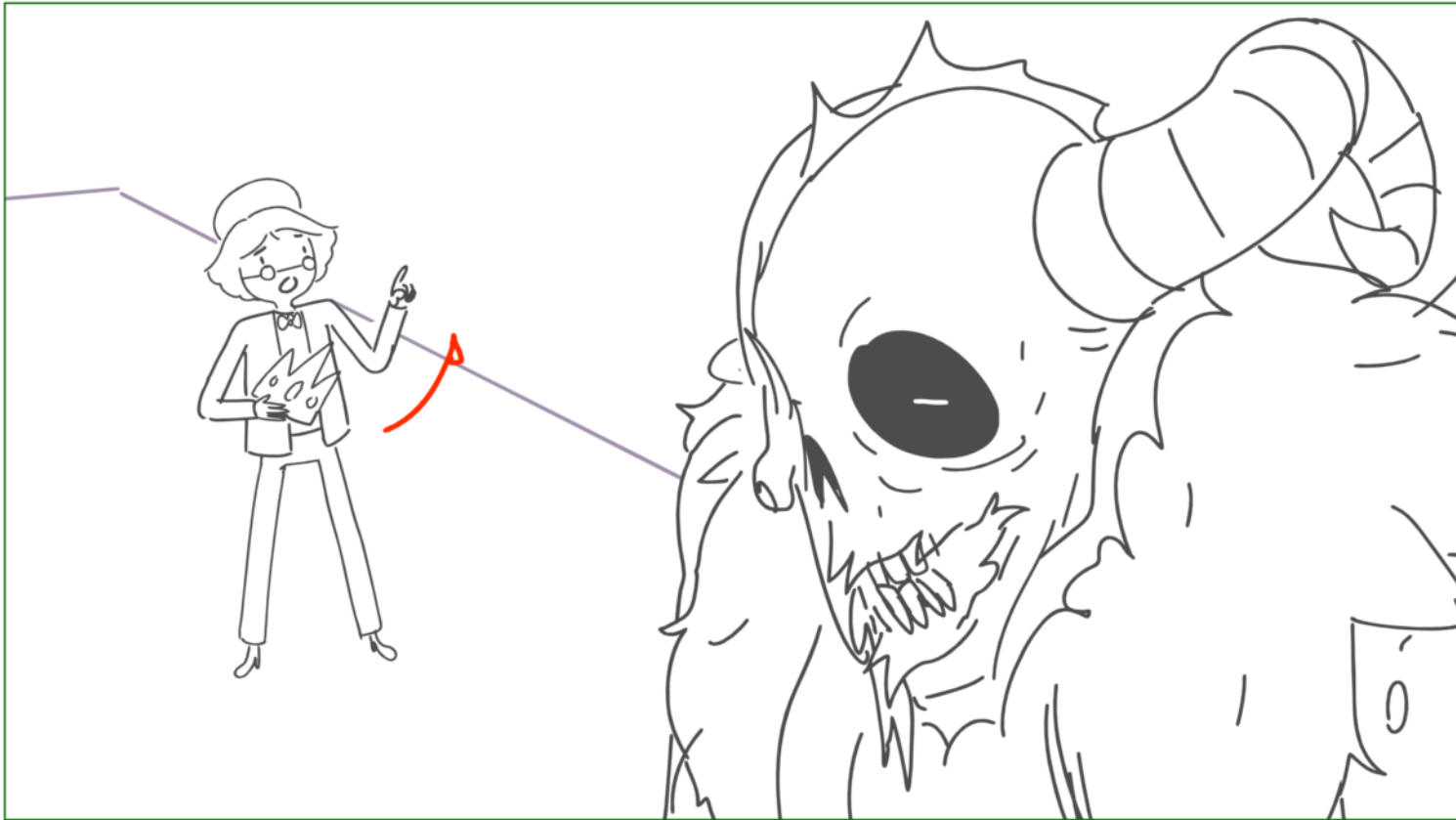
Scene	Feet : Frames	Panel / Total	Feet : Frames
45	00:06	3 / 6	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
45	00:06	4 / 6	00:01



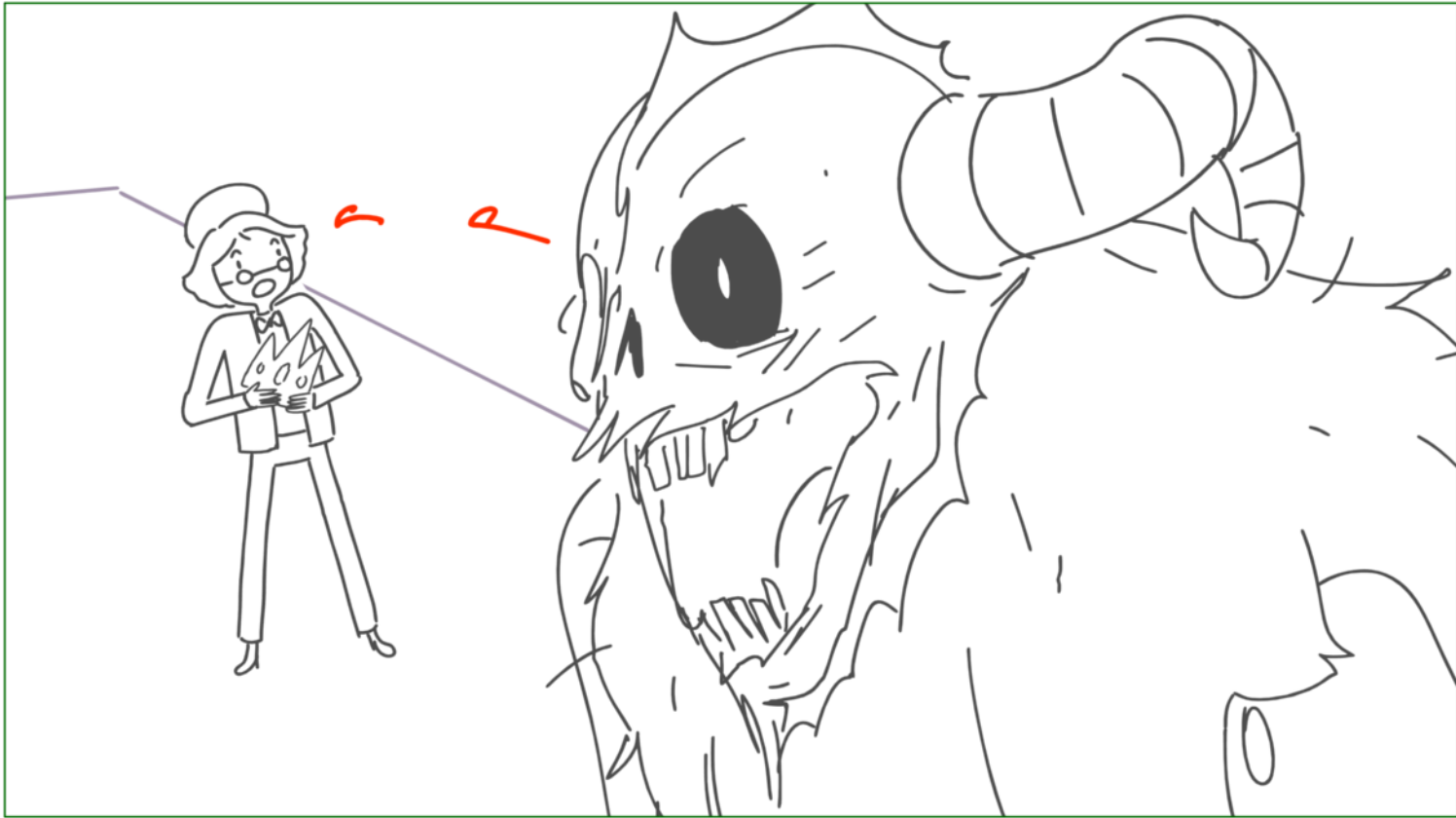
Dialog

**SIMON:**  
You--

Action Notes

SIMON starts to console the LICH but is cut off-

Scene	Feet : Frames	Panel / Total	Feet : Frames
45	00:06	5 / 6	00:01

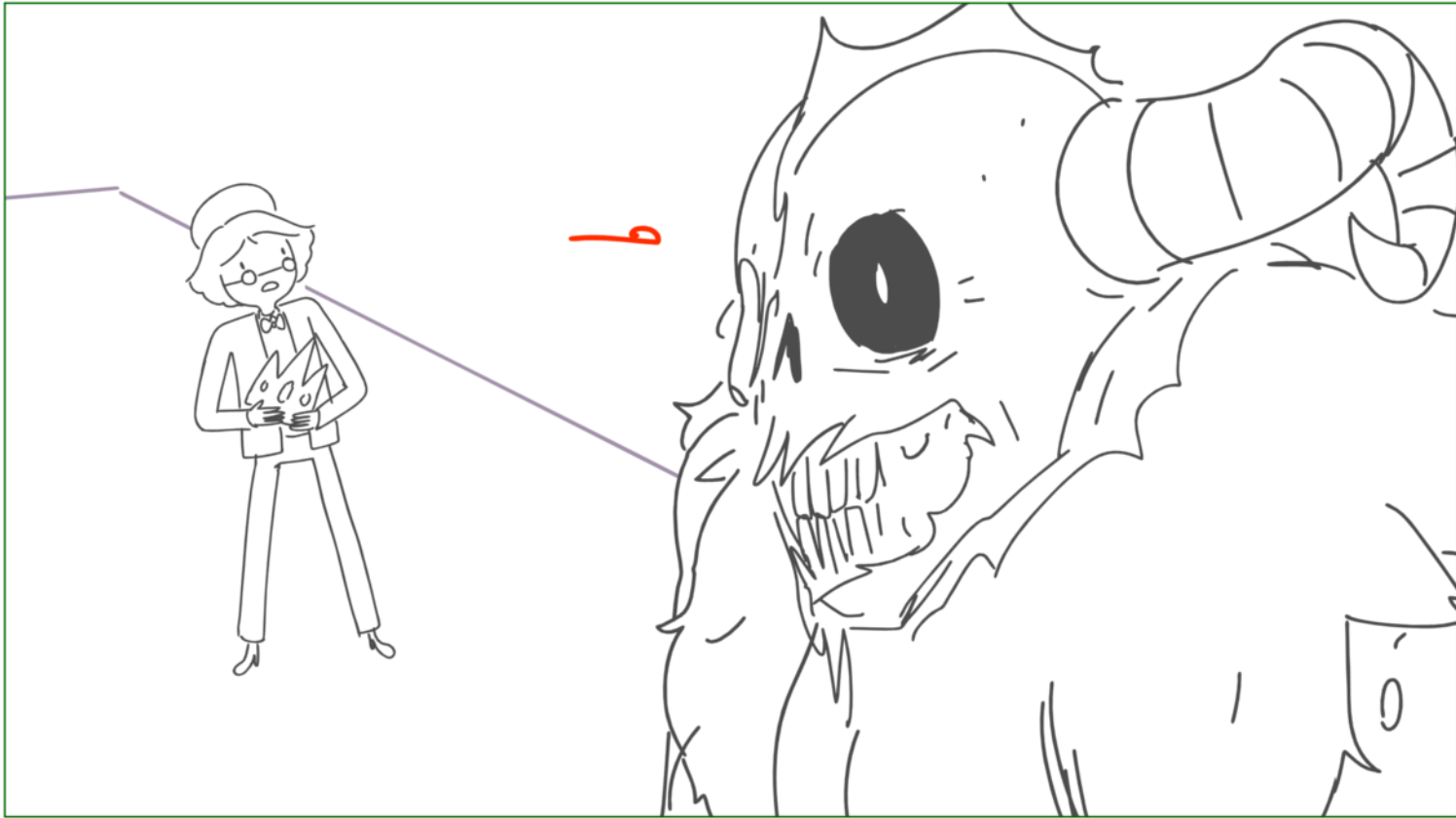


Dialog

L (booming voice):  
WHY!?

Action Notes

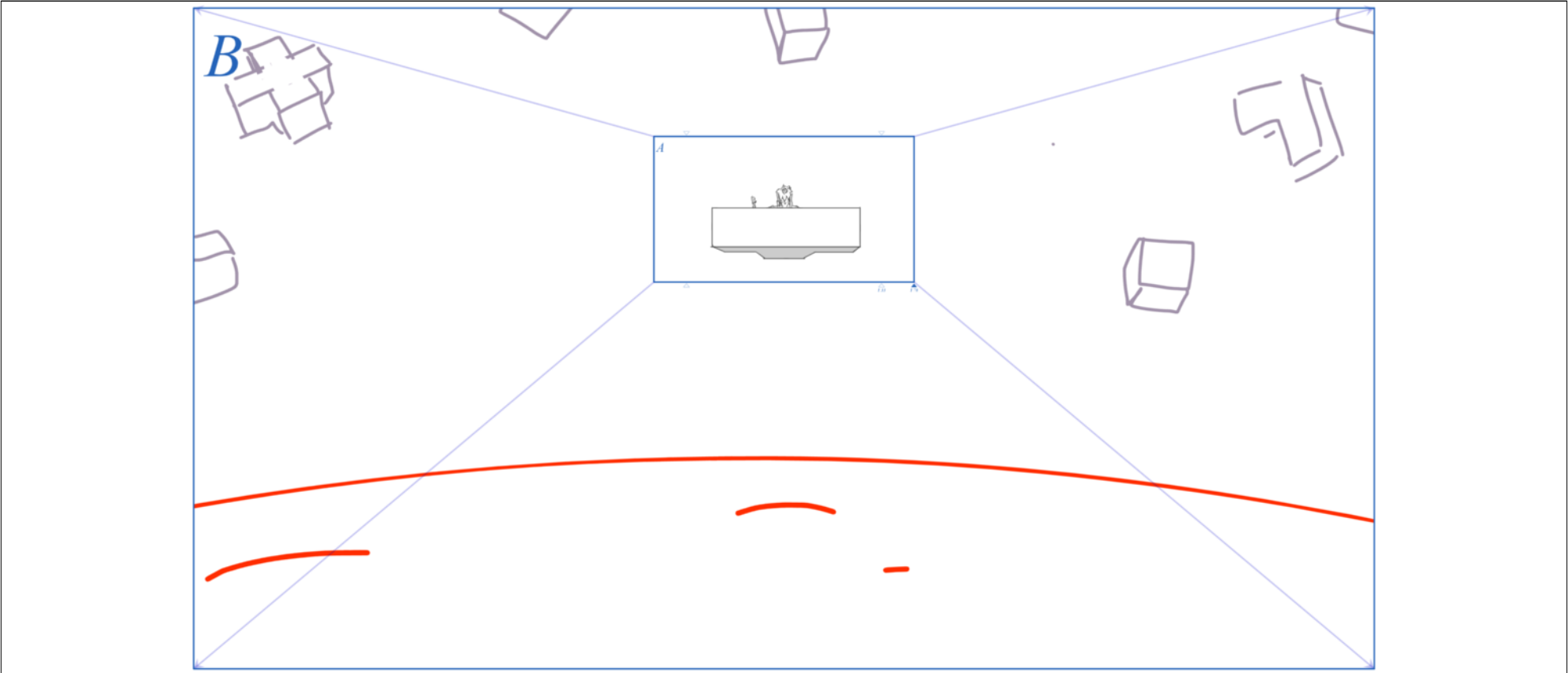
Scene	Feet : Frames	Panel / Total	Feet : Frames
45	00:06	6 / 6	00:01



Dialog

Action Notes

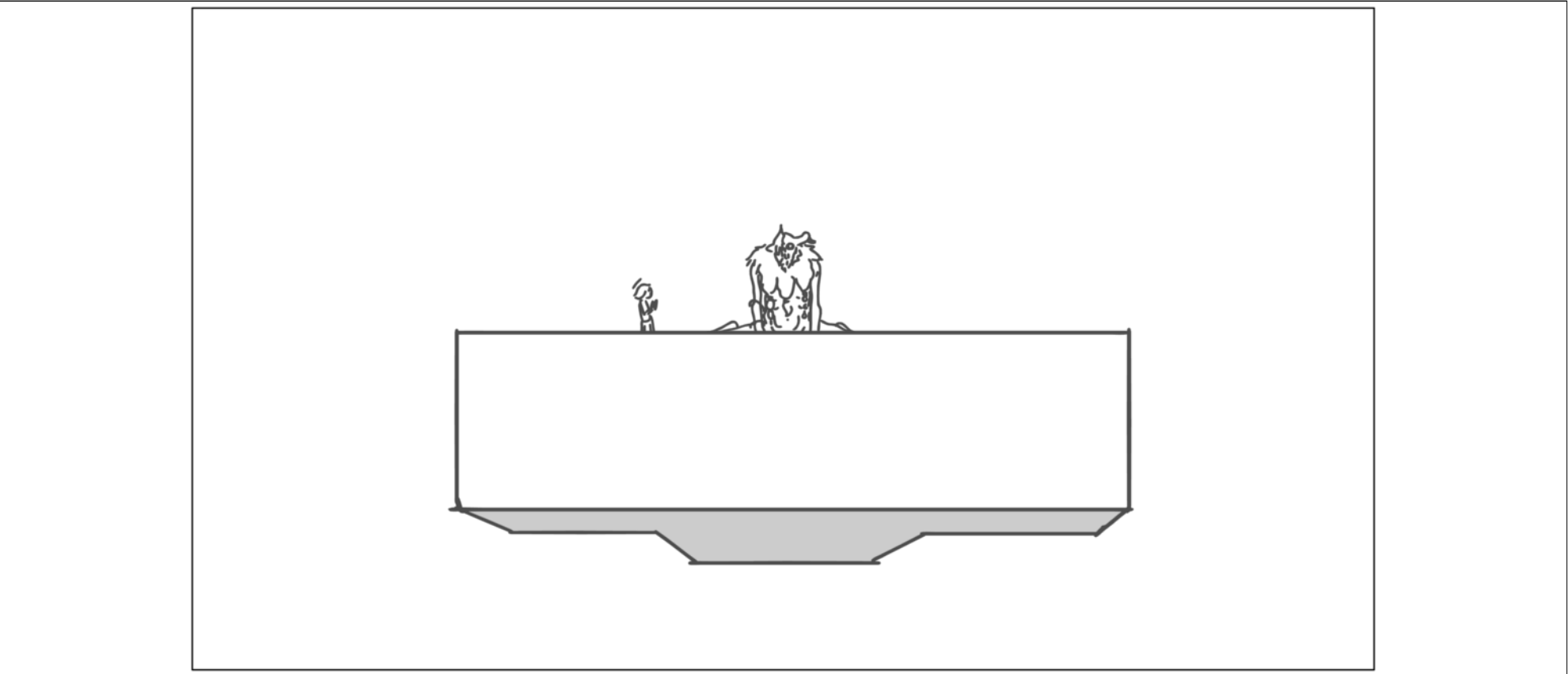
Scene Layout	Feet : Frames
46	00:05



Dialog

Action Notes  
H/U LICH and SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
46	00:05	1 / 5	00:01

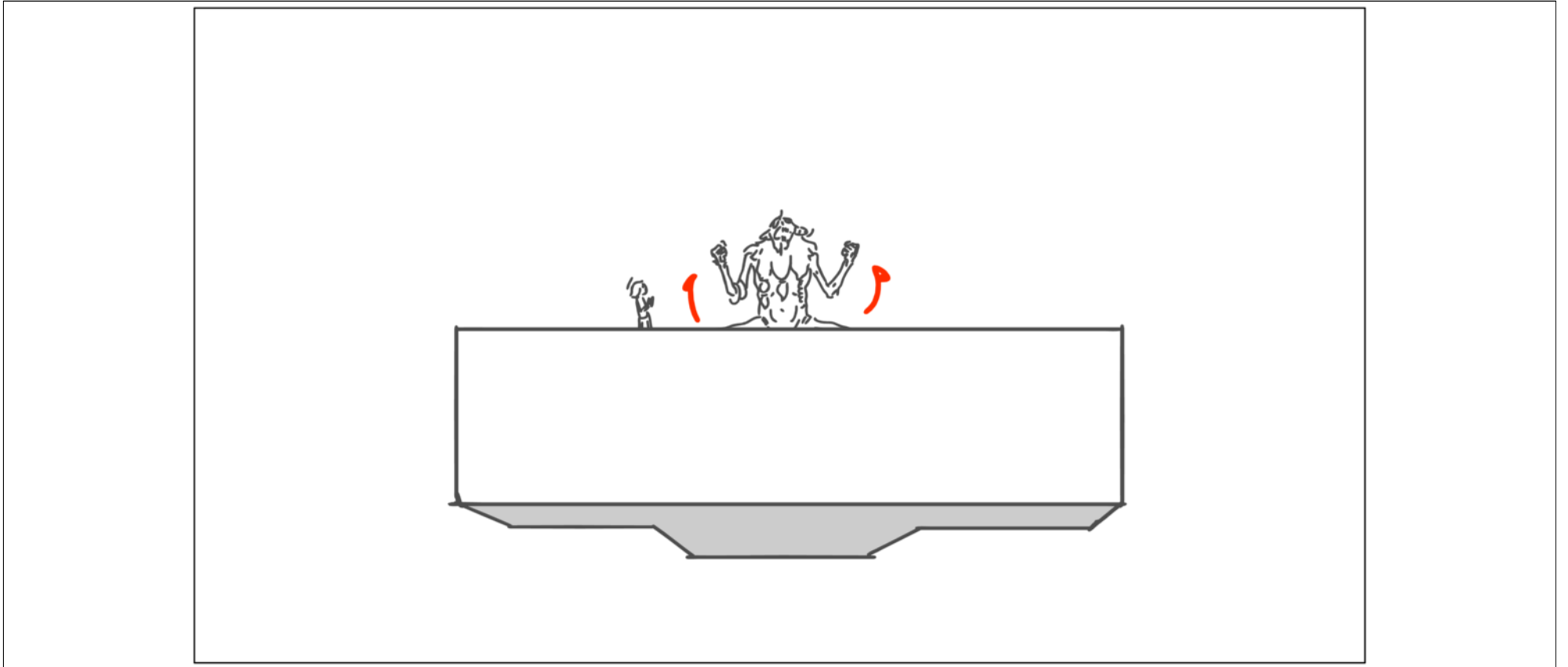


Dialog

Action Notes

H/U LICH and SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
46	00:05	2 / 5	00:01



Dialog

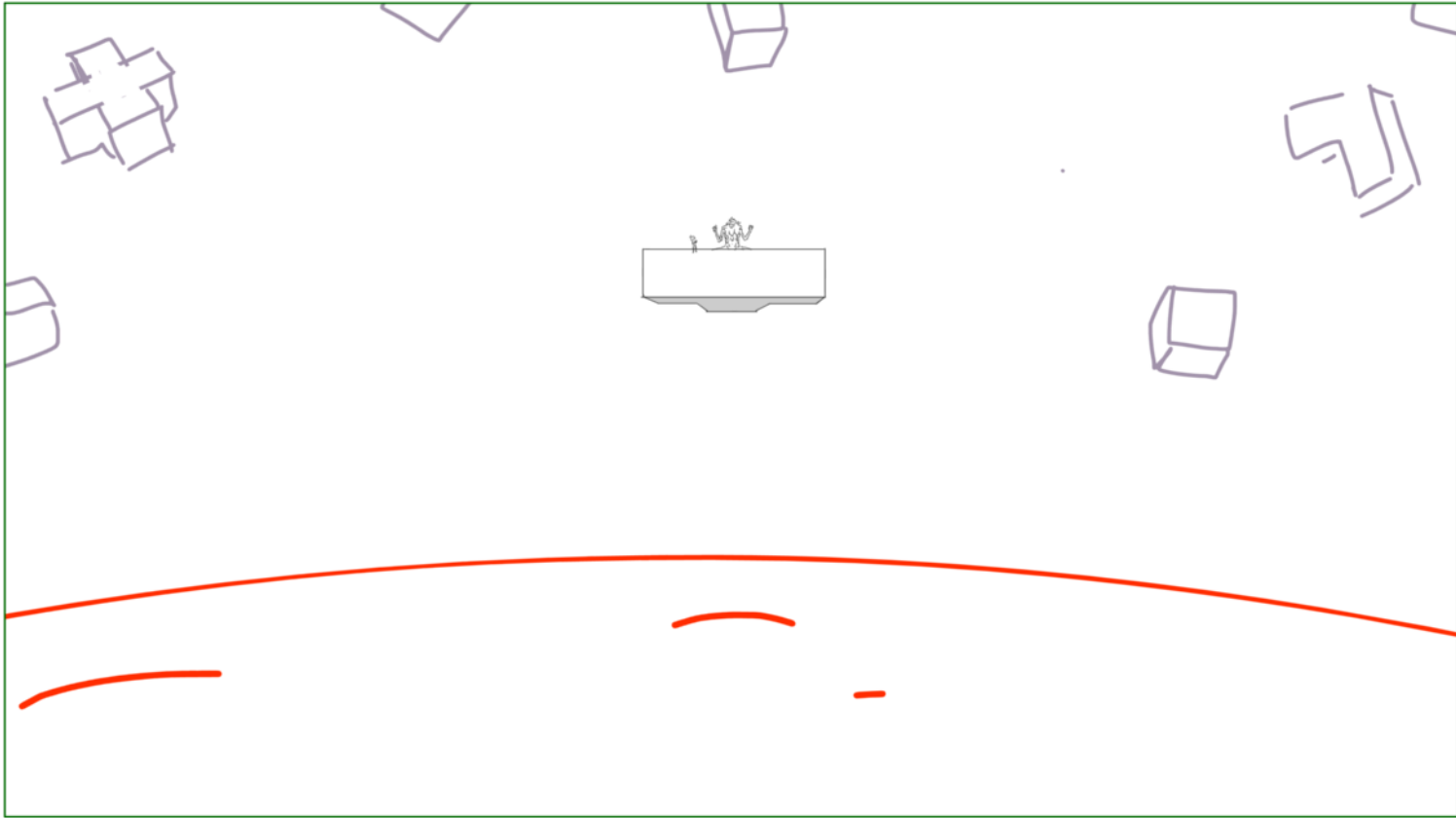
L:  
Why must this be?

Action Notes

CAM TRK OUT  
LICH raises his hands in plea



Scene	Feet : Frames	Panel / Total	Feet : Frames
46	00:05	3 / 5	00:01



Dialog

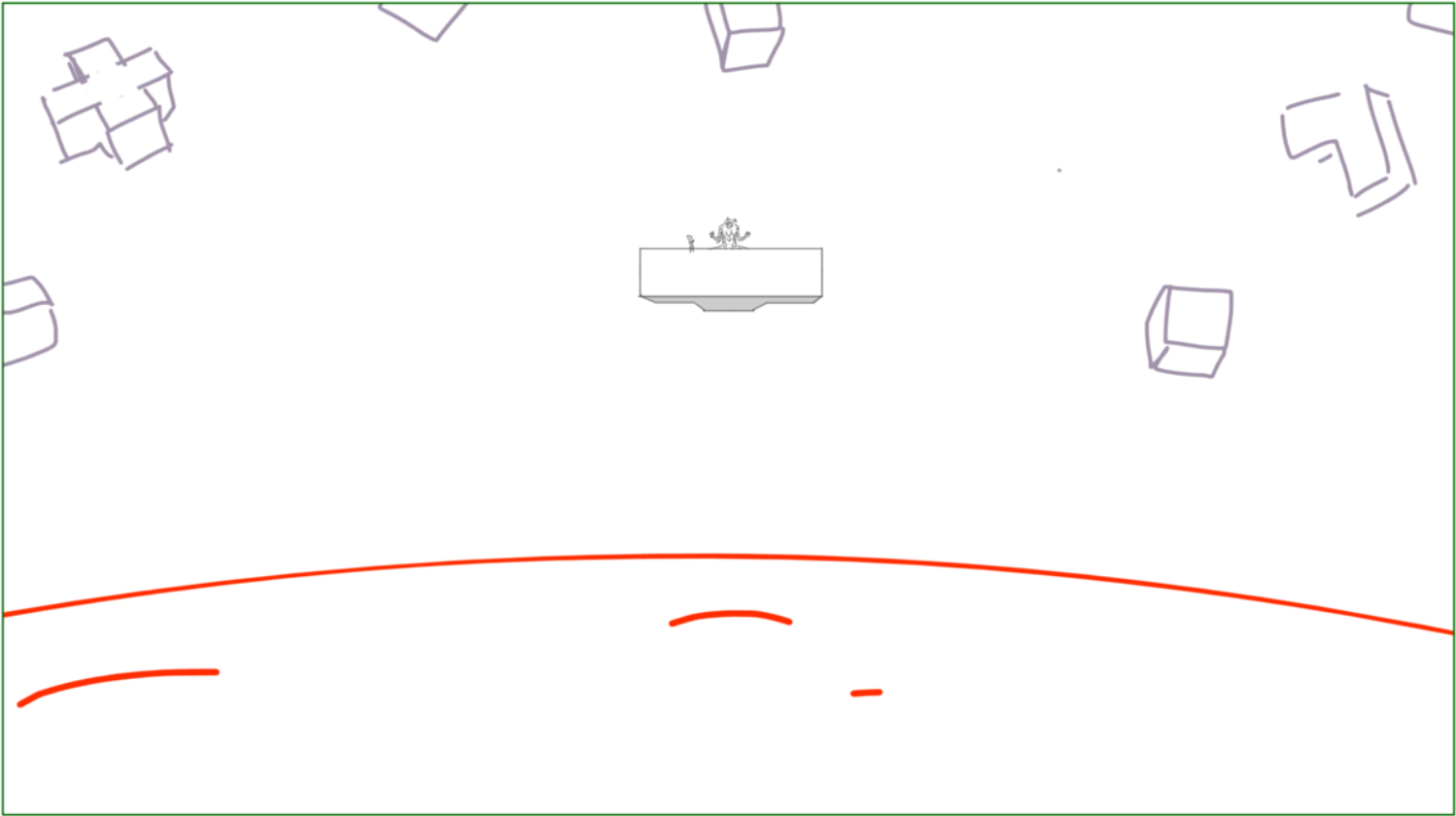
L:

Why must this be?

Action Notes

CAM TRK OUT STOP

Scene	Feet : Frames	Panel / Total	Feet : Frames
46	00:05	4 / 5	00:01

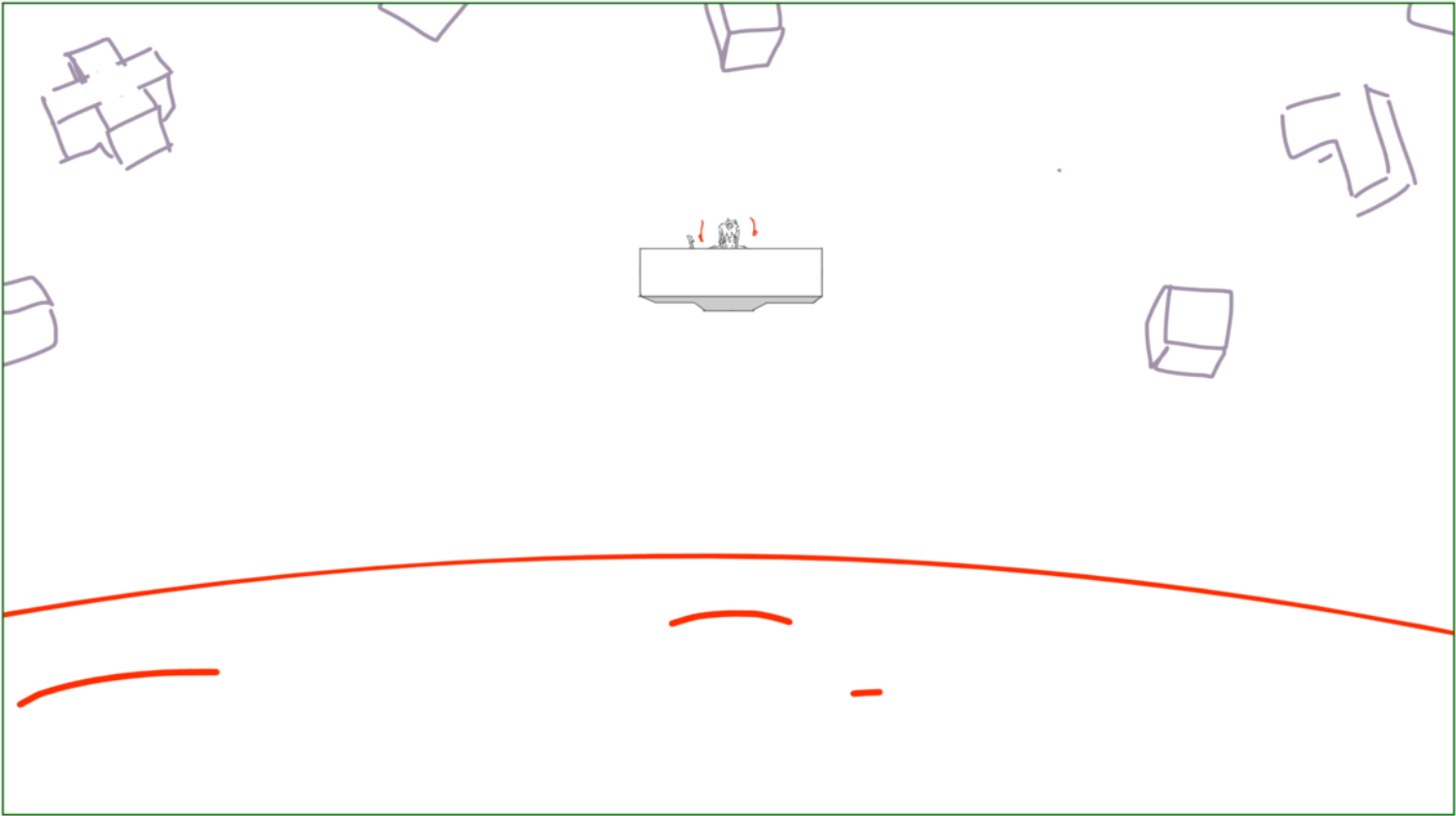


Dialog

Action Notes

silence  
beat

Scene	Feet : Frames	Panel / Total	Feet : Frames
46	00:05	5 / 5	00:01



Dialog

Action Notes

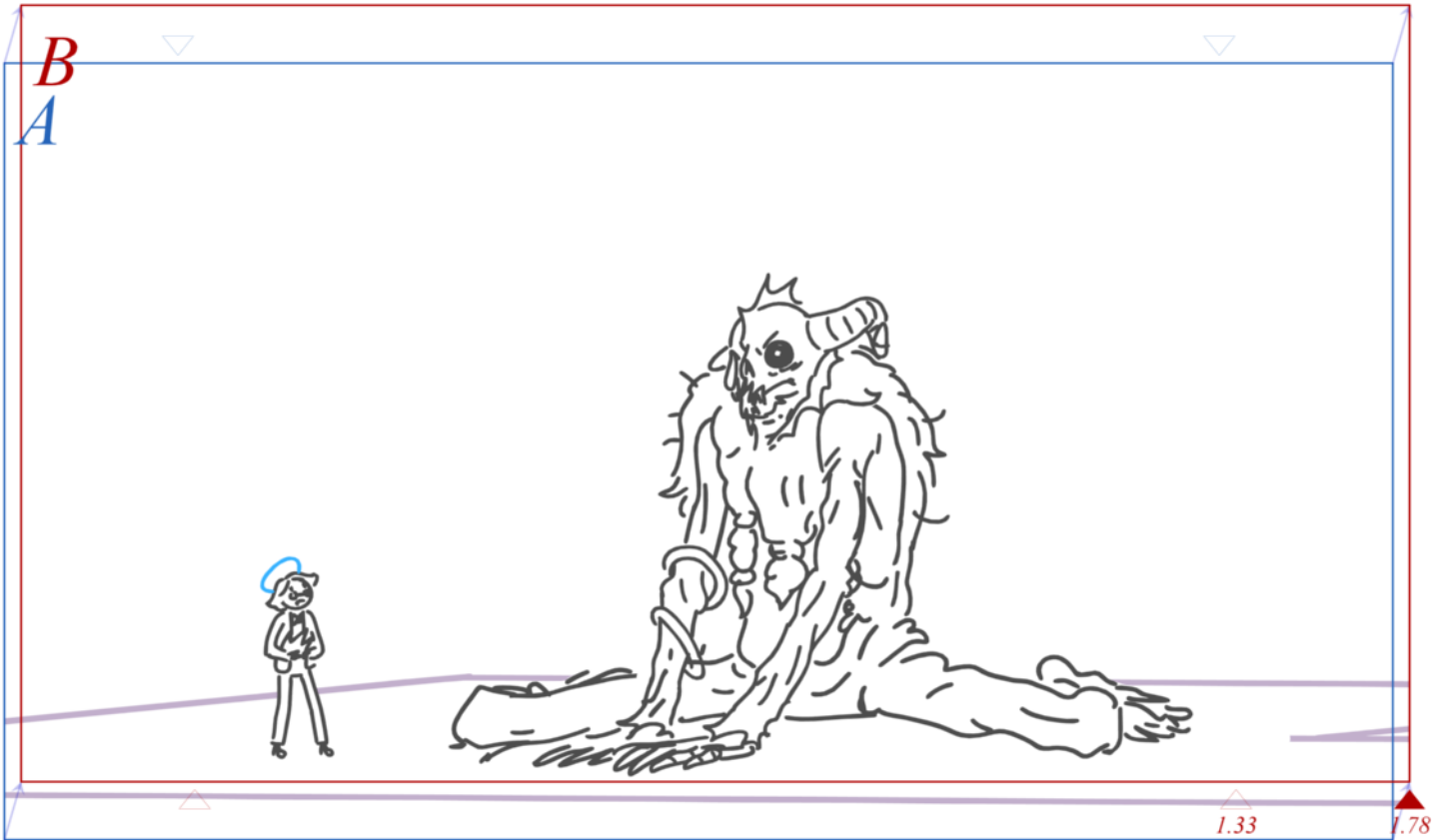
LICH lowers his hands

Scene Layout

47

Feet : Frames

00:04



Dialog

Action Notes

H/U LICH waiting for response.  
SIMON looks at LICH

Scene	Feet : Frames	Panel / Total	Feet : Frames
47	00:04	1 / 4	00:01

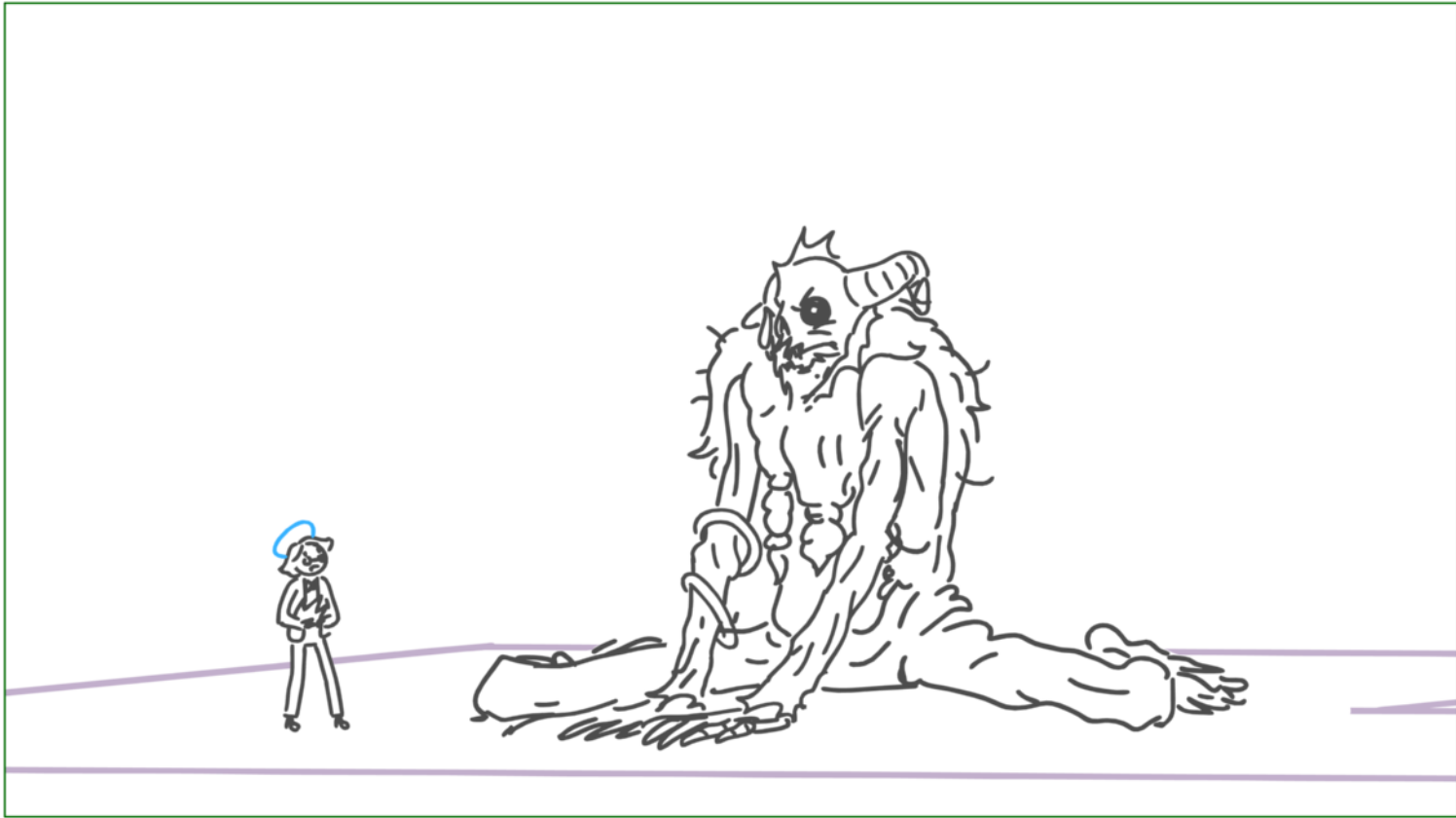


Dialog

Action Notes

H/U LICH waiting for response.  
SIMON looks at LICH

Scene	Feet : Frames	Panel / Total	Feet : Frames
47	00:04	2 / 4	00:01

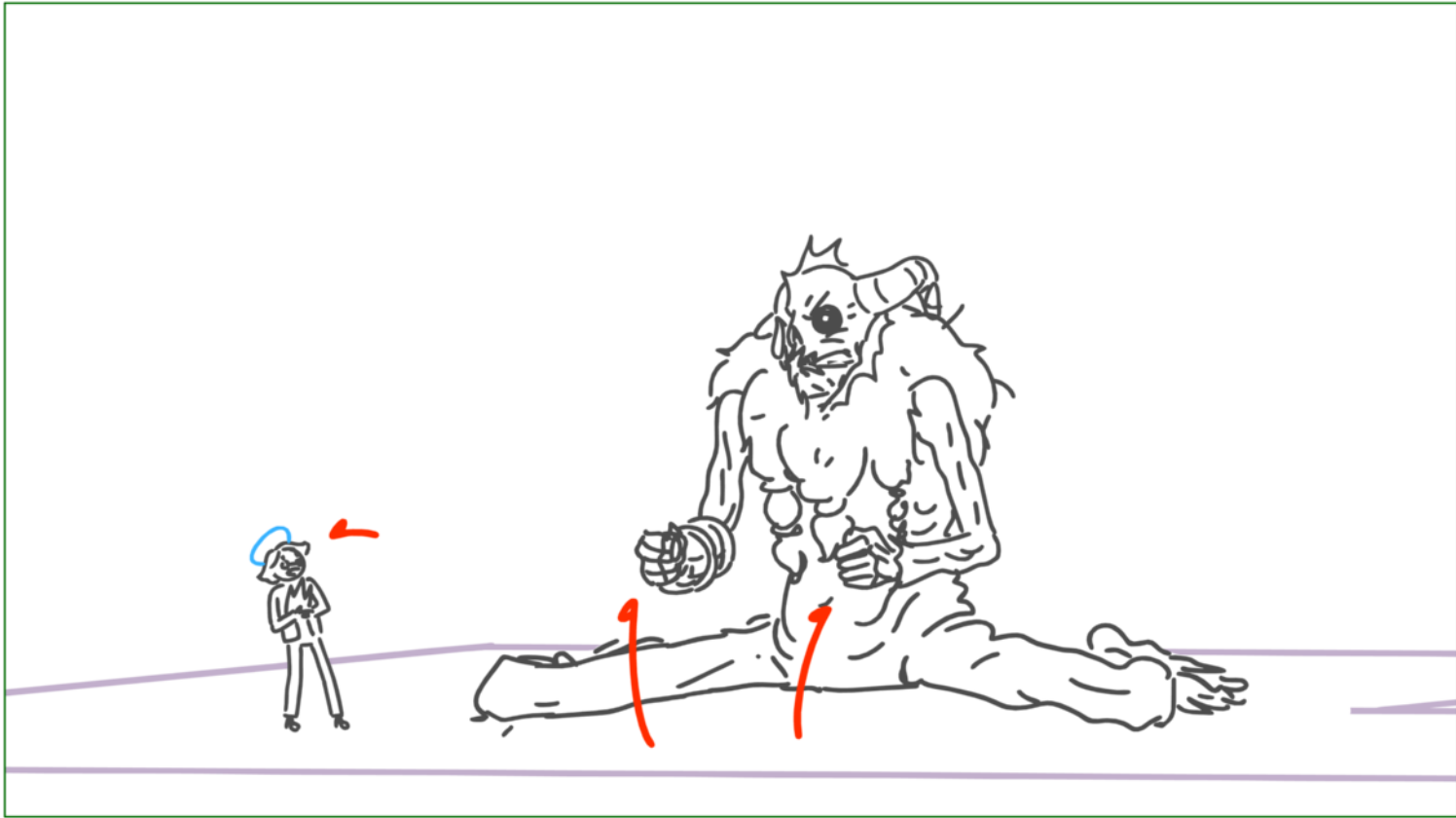


Dialog

Action Notes

LICH frowns/grits his teeth

Scene	Feet : Frames	Panel / Total	Feet : Frames
47	00:04	3 / 4	00:01

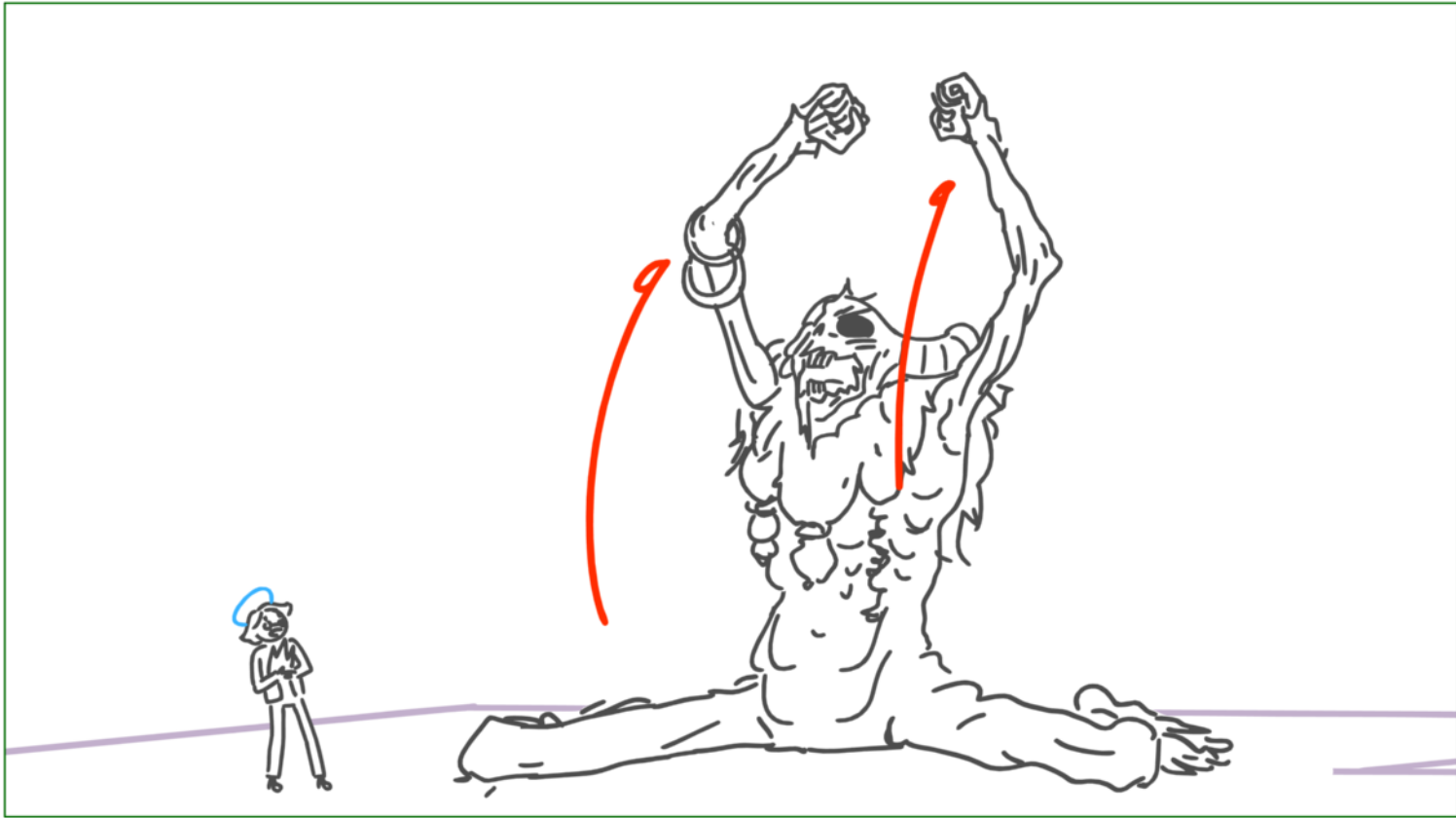


Dialog

Action Notes

CAM ADJ as LICH raises his fists.  
SIMON leans back

Scene	Feet : Frames	Panel / Total	Feet : Frames
47	00:04	4 / 4	00:01



Dialog

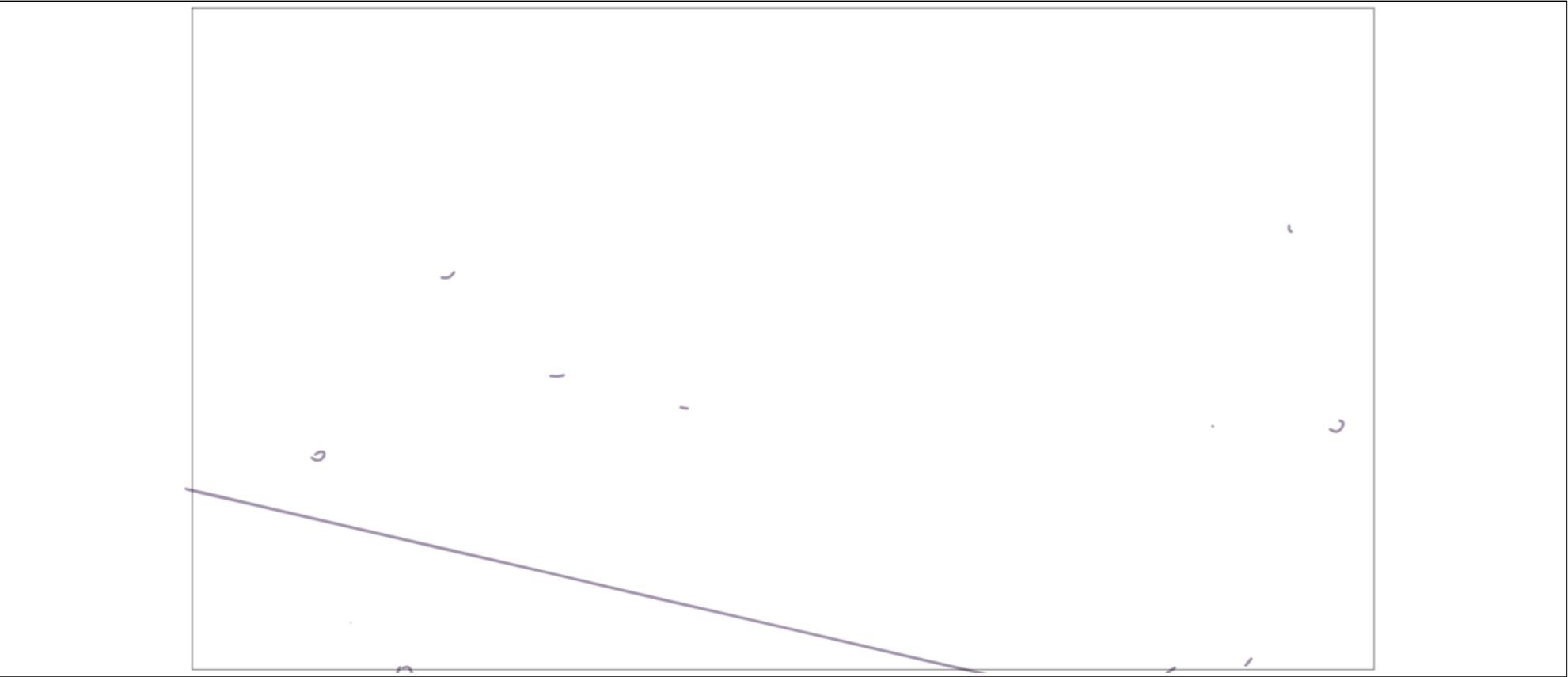
LICH:  
(growl)

Action Notes

he raises his fists cont.



Scene	Feet : Frames	Panel / Total	Feet : Frames
48	00:04	1 / 4	00:01

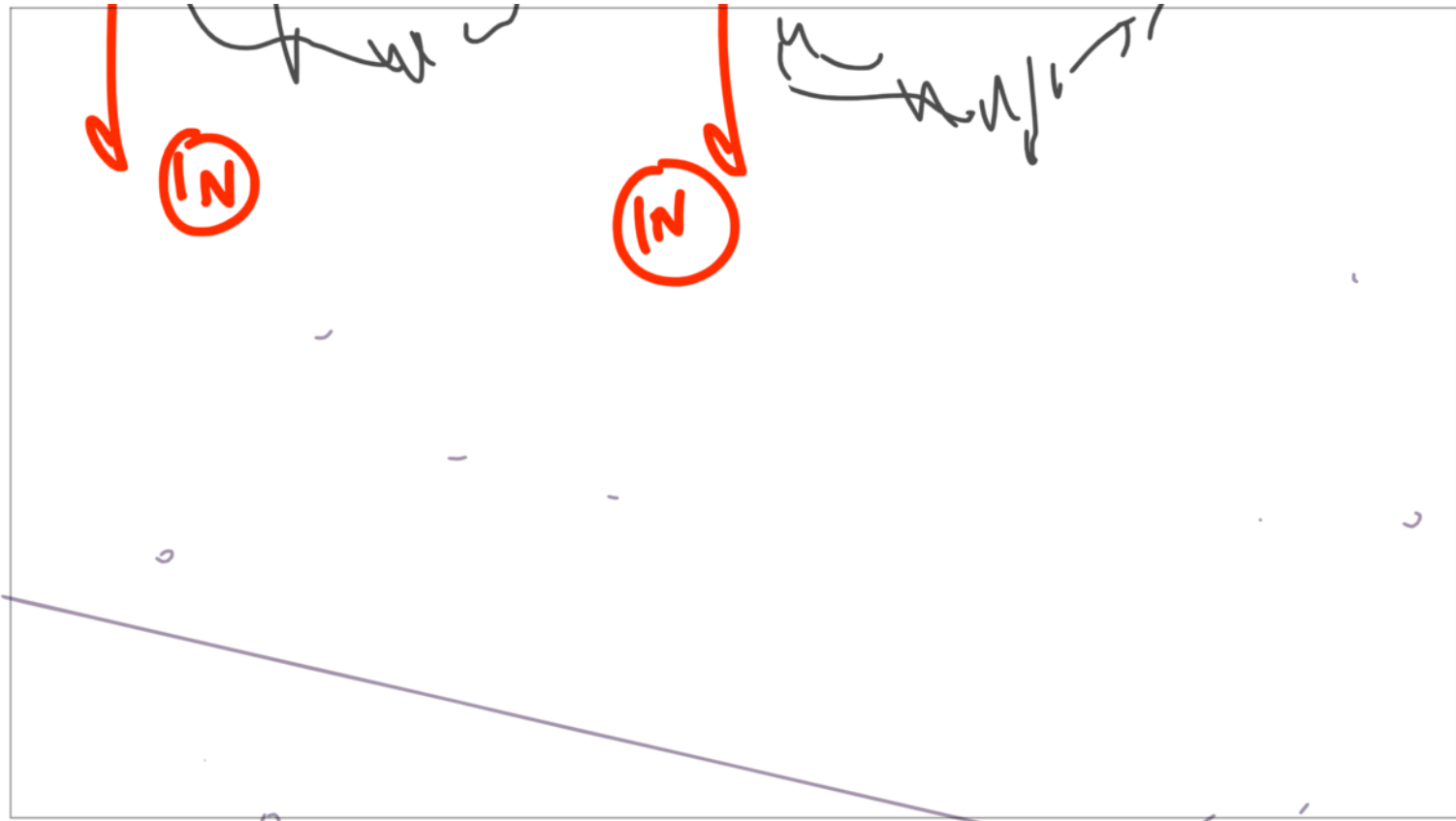


Dialog

Action Notes

angle on block

Scene	Feet : Frames	Panel / Total	Feet : Frames
48	00:04	2 / 4	00:01

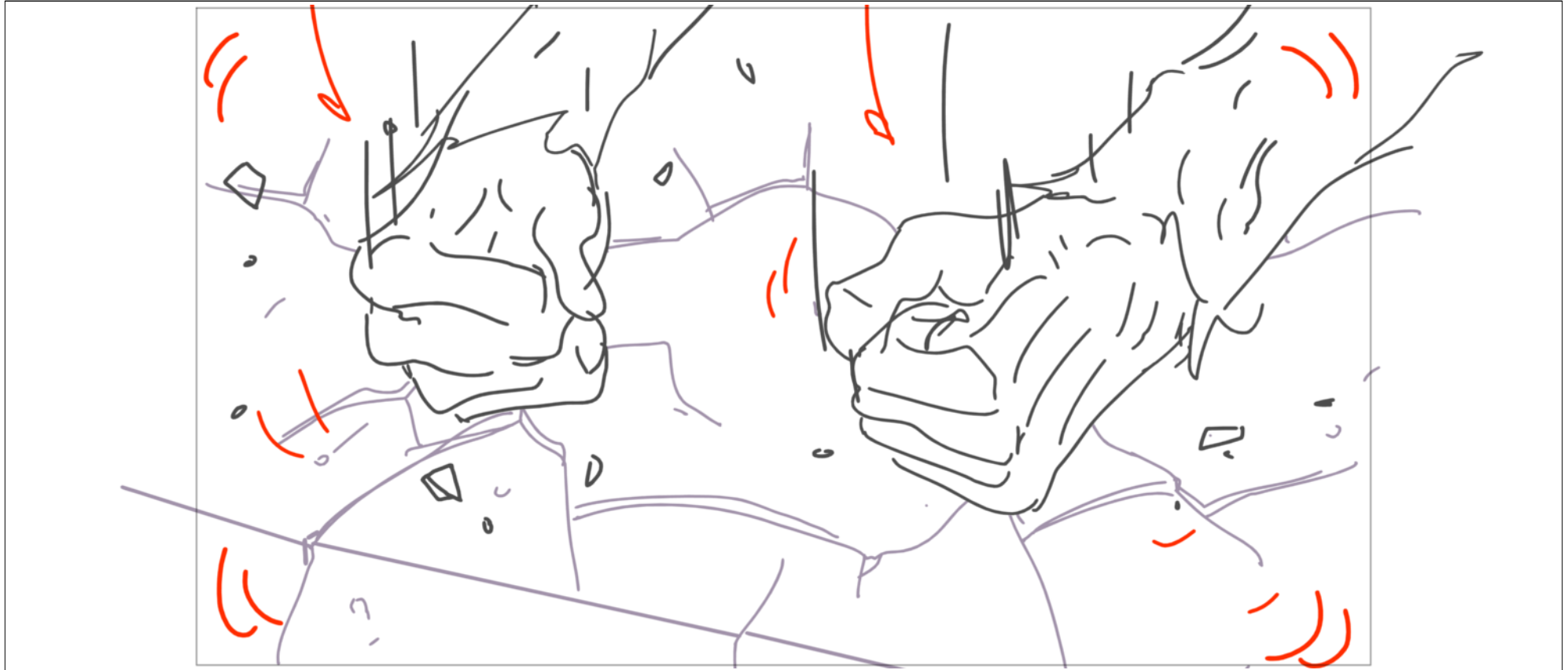


Dialog

Action Notes

LICH's fists slam IN

Scene	Feet : Frames	Panel / Total	Feet : Frames
48	00:04	3 / 4	00:01



Dialog

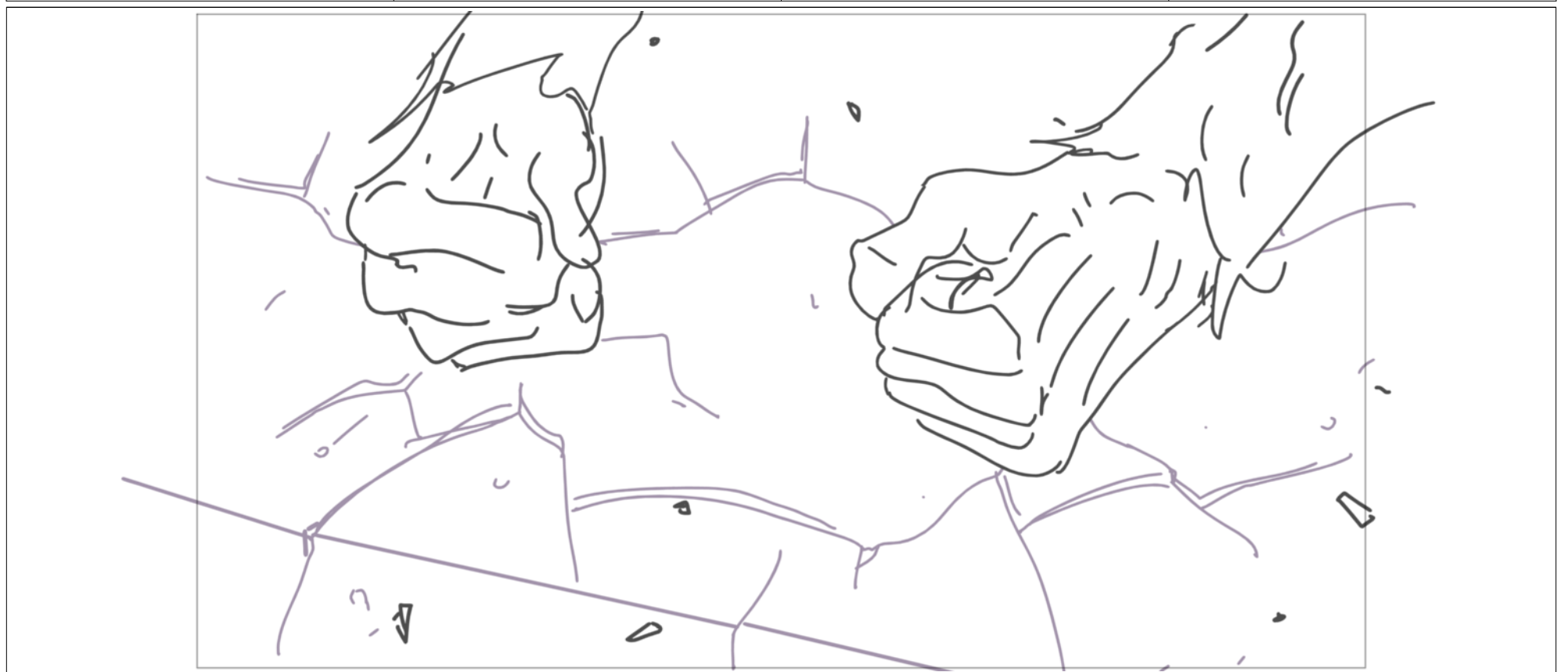
Action Notes

CAM SHAKE

LICH smashes his fists down on the block and fractures it.

SMALL DEBRIS flies.

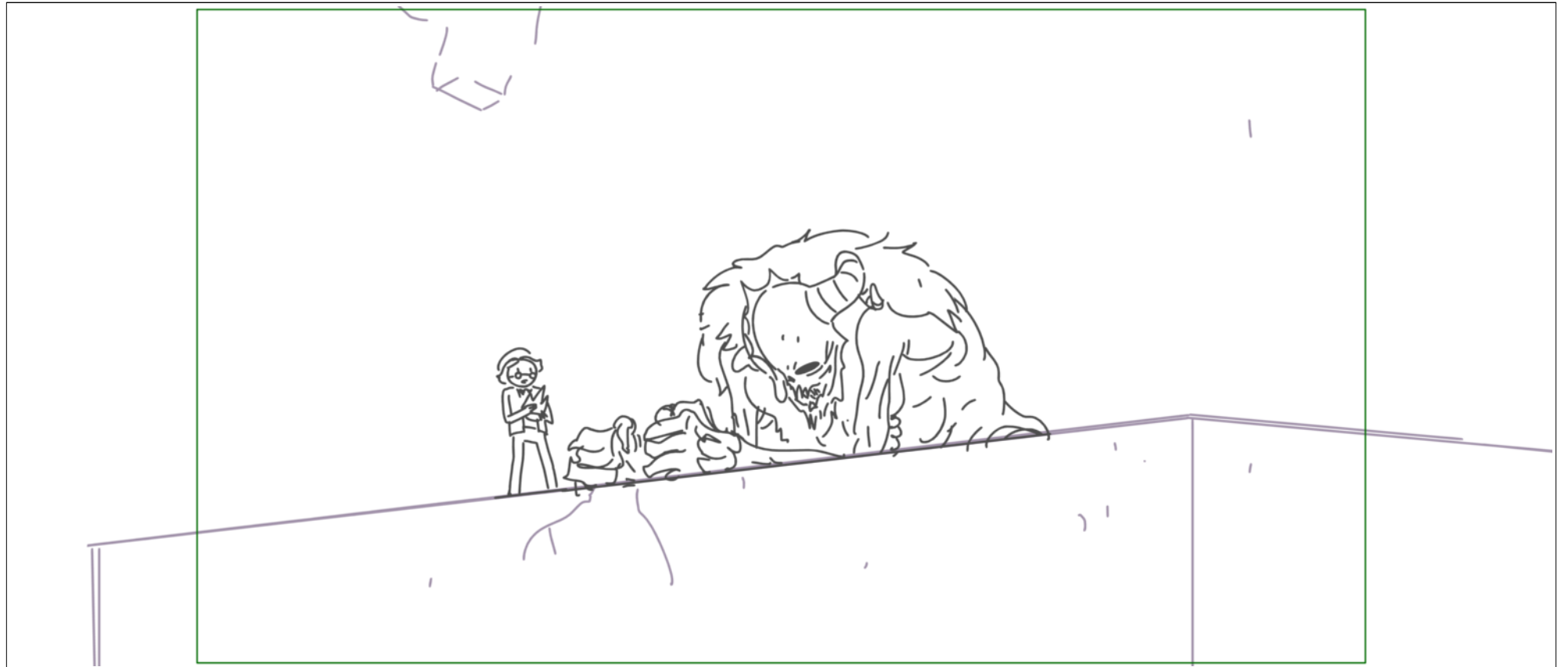
Scene	Feet : Frames	Panel / Total	Feet : Frames
48	00:04	4 / 4	00:01



Dialog

Action Notes  
CAM stills

Scene	Feet : Frames	Panel / Total	Feet : Frames
49	00:02	1 / 2	00:01



Dialog

Action Notes  
H/U LICH

Scene	Feet : Frames	Panel / Total	Feet : Frames
49	00:02	2 / 2	00:01



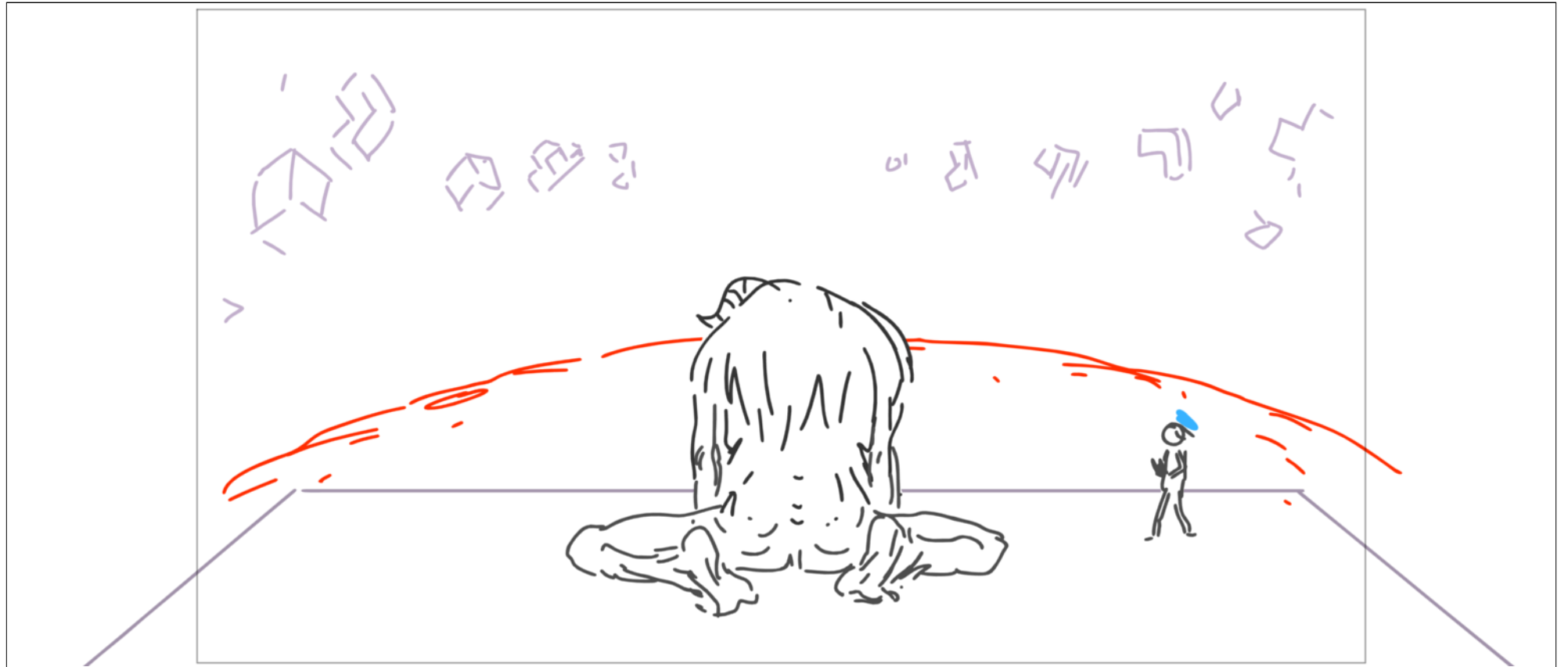
Dialog

L:  
(indistinct muttering)

Action Notes

LICH sits up leaving his head hung.  
SIMON watches with some nervousness

Scene	Feet : Frames	Panel / Total	Feet : Frames
50	00:02	1 / 2	00:01



Dialog

L (muttering):  
Hear me... hear me...

Action Notes

H/U LICH and SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
50	00:02	2 / 2	00:01



Dialog

LICH (loud):  
Hear me, Golb!

Action Notes

LICH cries out at the space before him, spreading his arms in plea.



Scene	Feet : Frames	Panel / Total	Feet : Frames
51	00:04	1 / 4	00:01



Dialog

Action Notes  
SIMON looks at Lich (start pose only)

Scene	Feet : Frames	Panel / Total	Feet : Frames
51	00:04	2 / 4	00:01



Dialog

S:  
GOLB?

Action Notes

SIMON is surprised

Scene	Feet : Frames	Panel / Total	Feet : Frames
51	00:04	3 / 4	00:01



Dialog

Action Notes

He looks in the direction Lich was addressing

Scene	Feet : Frames	Panel / Total	Feet : Frames
51	00:04	4 / 4	00:01



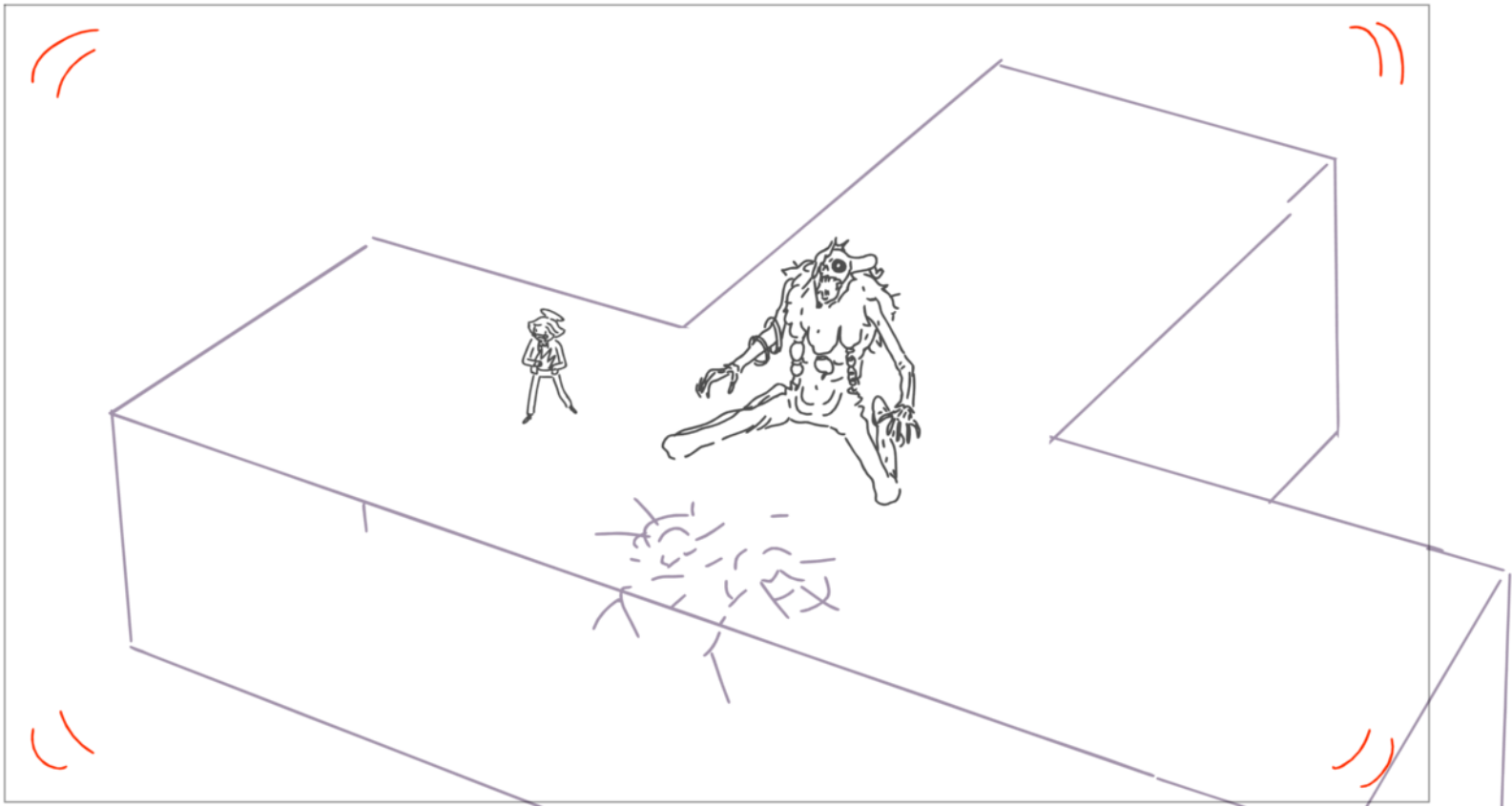
Dialog

Action Notes

CAM SHAKE

SIMON is startled and braces with the shaking

Scene	Feet : Frames	Panel / Total	Feet : Frames
52	00:01	1 / 1	00:01

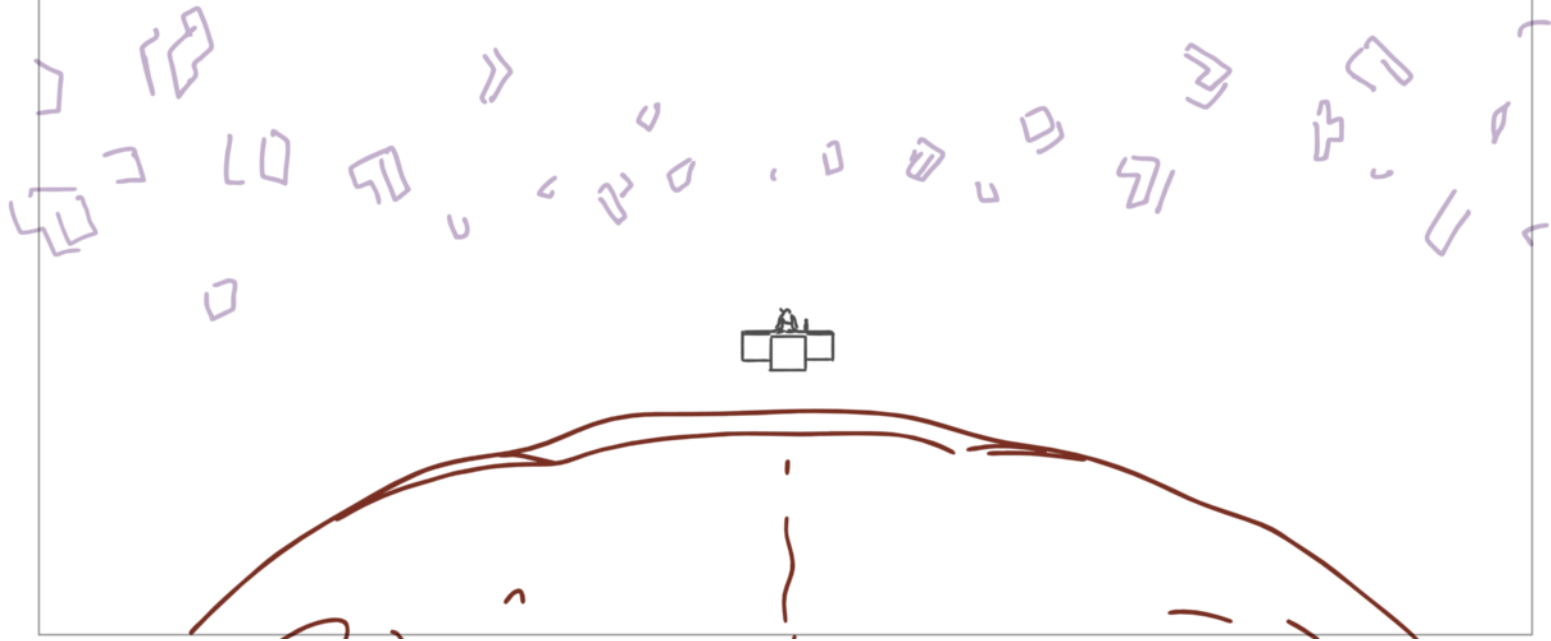


Dialog

Action Notes

CAM SHAKE  
SIMON and LICH

Scene	Feet : Frames	Panel / Total	Feet : Frames
53	00:03	1 / 3	00:01

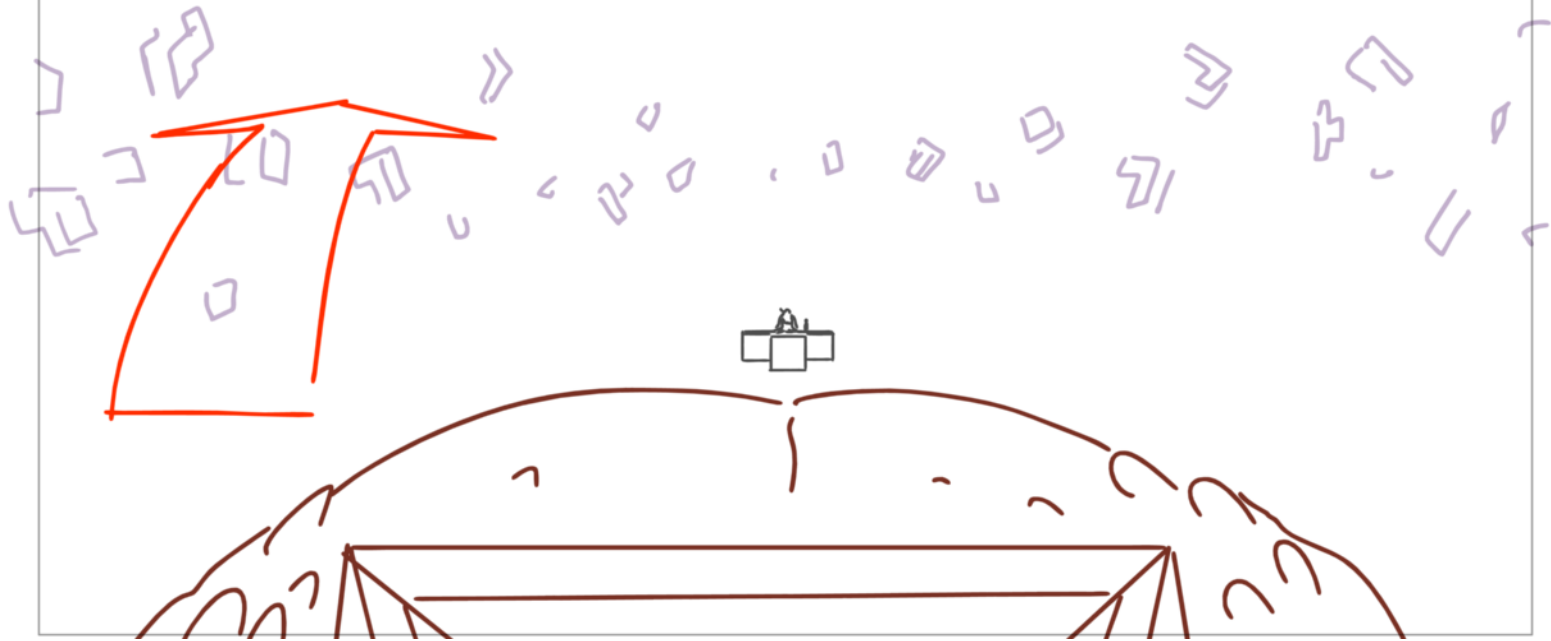


Dialog

Action Notes

SLIGHT CAM SHAKE  
SFX: Intense sub-bass

Scene	Feet : Frames	Panel / Total	Feet : Frames
53	00:03	2 / 3	00:01



Dialog

Action Notes

the 'planet' starts rotating backward  
SFX: Intense sub-bass

Scene	Feet : Frames	Panel / Total	Feet : Frames
53	00:03	3 / 3	00:01



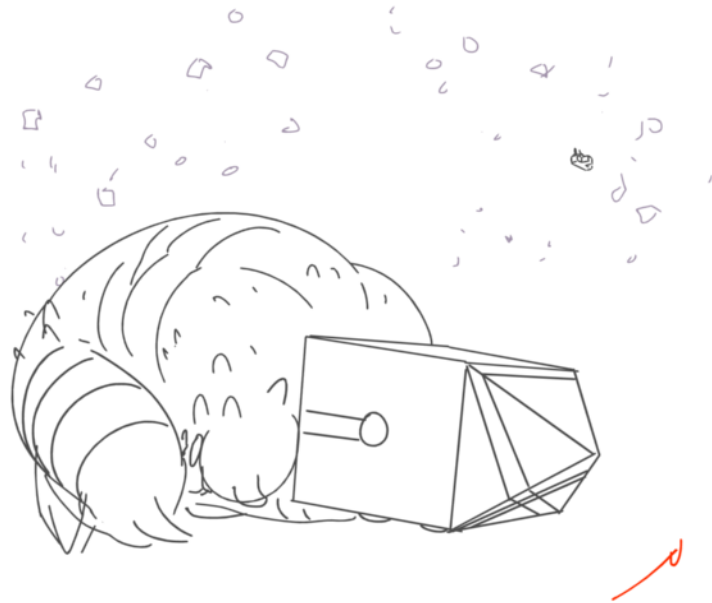
Dialog

Action Notes

A huge pyramidal shape rises with the turn of the planet



Scene	Feet : Frames	Panel / Total	Feet : Frames
54	00:04	1 / 4	00:01

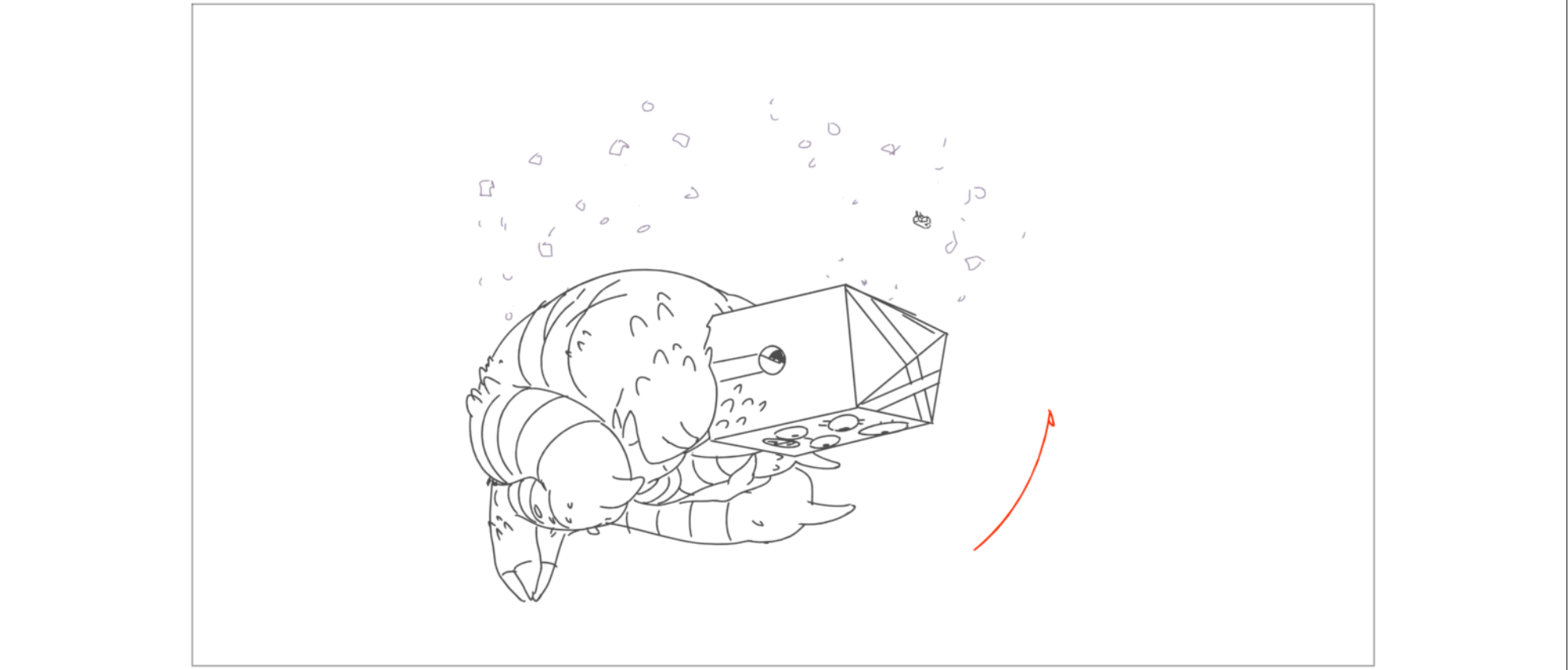


Dialog

Action Notes

GOLB rotating backward (start position earlier than when previous scene ends)  
SFX: Intense sub-bass

Scene	Feet : Frames	Panel / Total	Feet : Frames
54	00:04	2 / 4	00:01

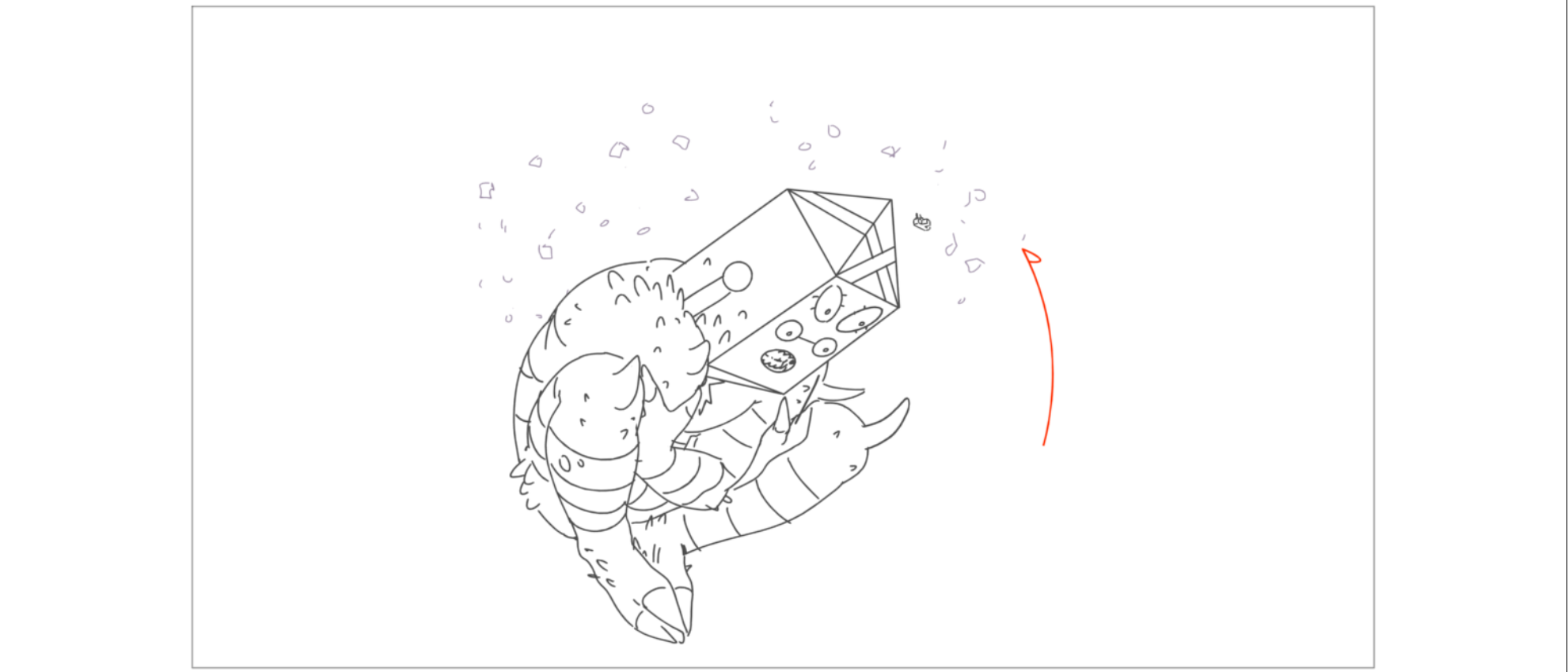


Dialog

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
54	00:04	3 / 4	00:01

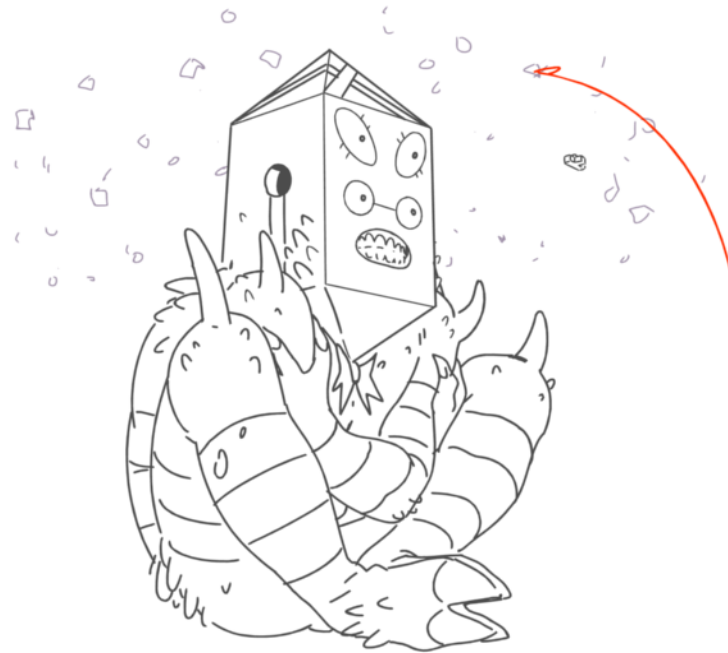


Dialog

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
54	00:04	4 / 4	00:01

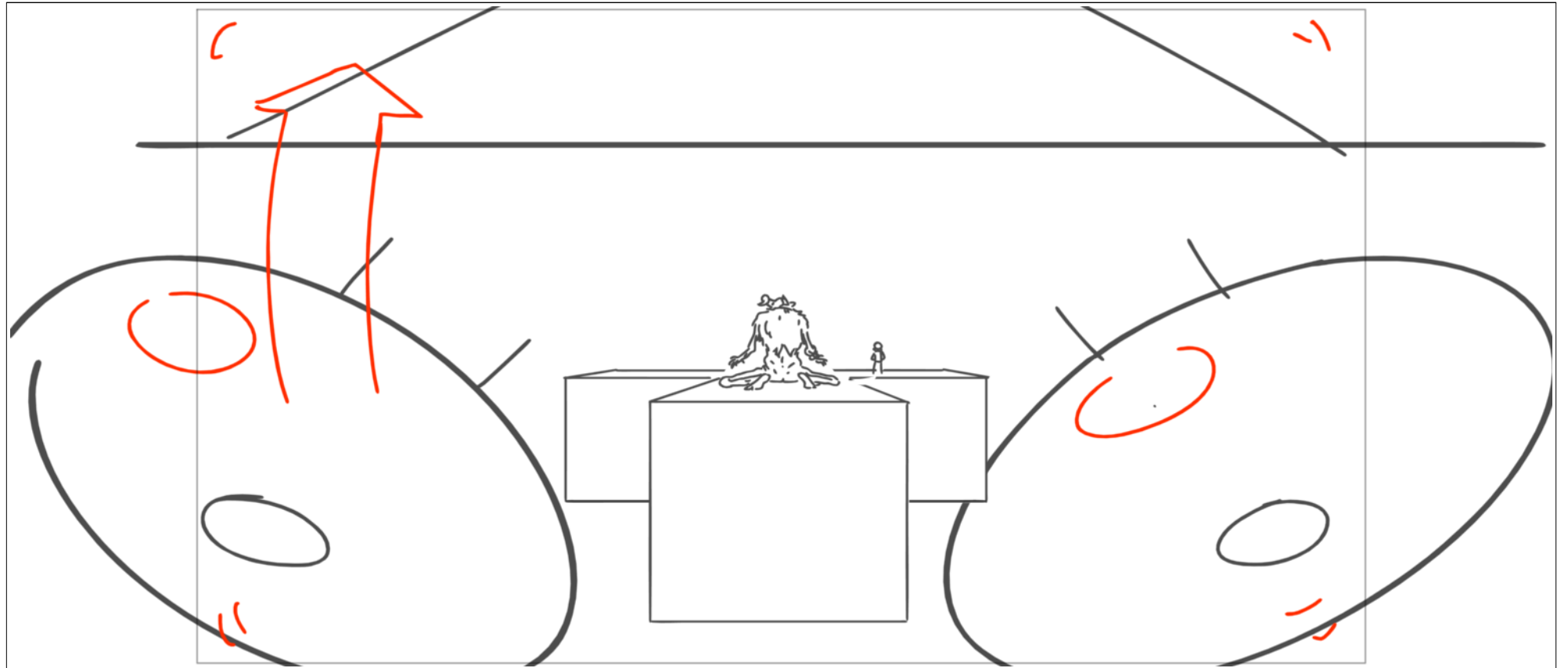


Dialog

Action Notes

GOLB is sitting upright

Scene	Feet : Frames	Panel / Total	Feet : Frames
55	00:02	1 / 2	00:01



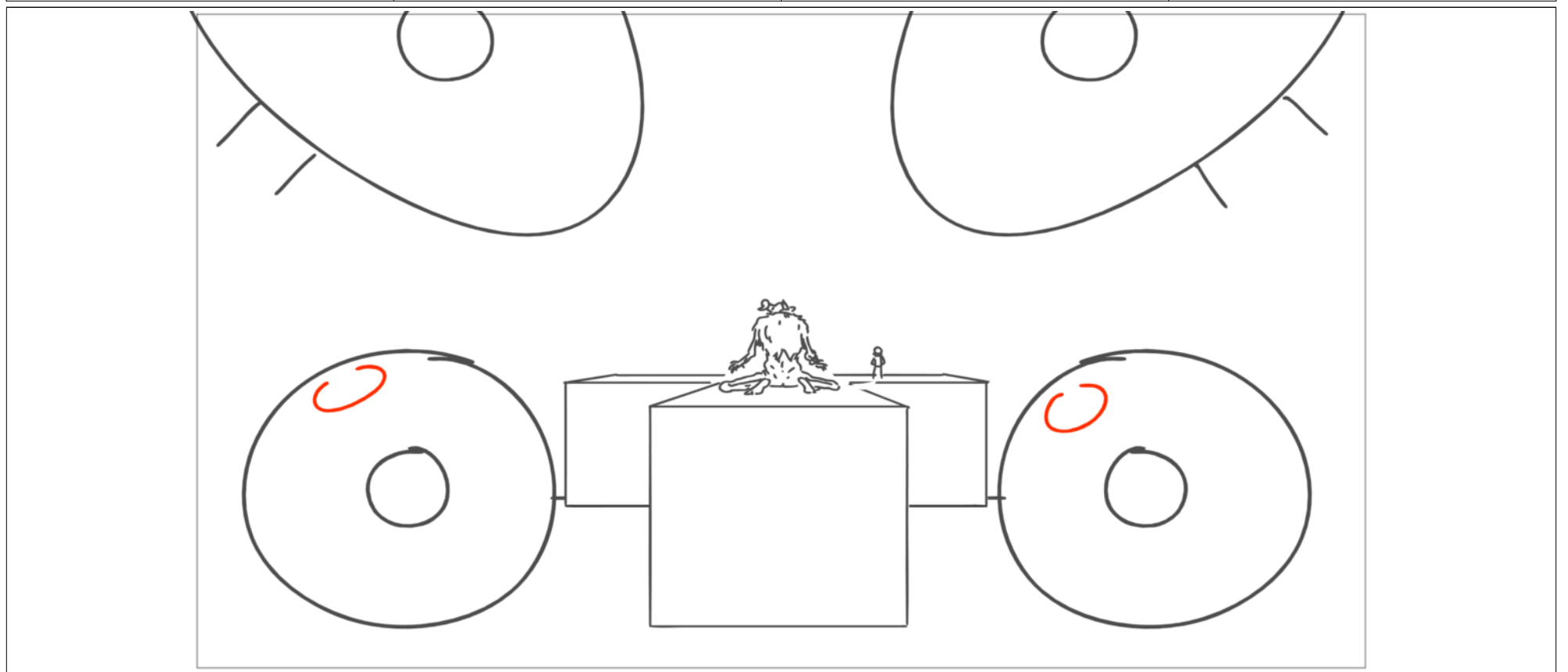
Dialog

Action Notes

Repeat final arc of GOLB's rotation from close angle.

CAM SHAKE

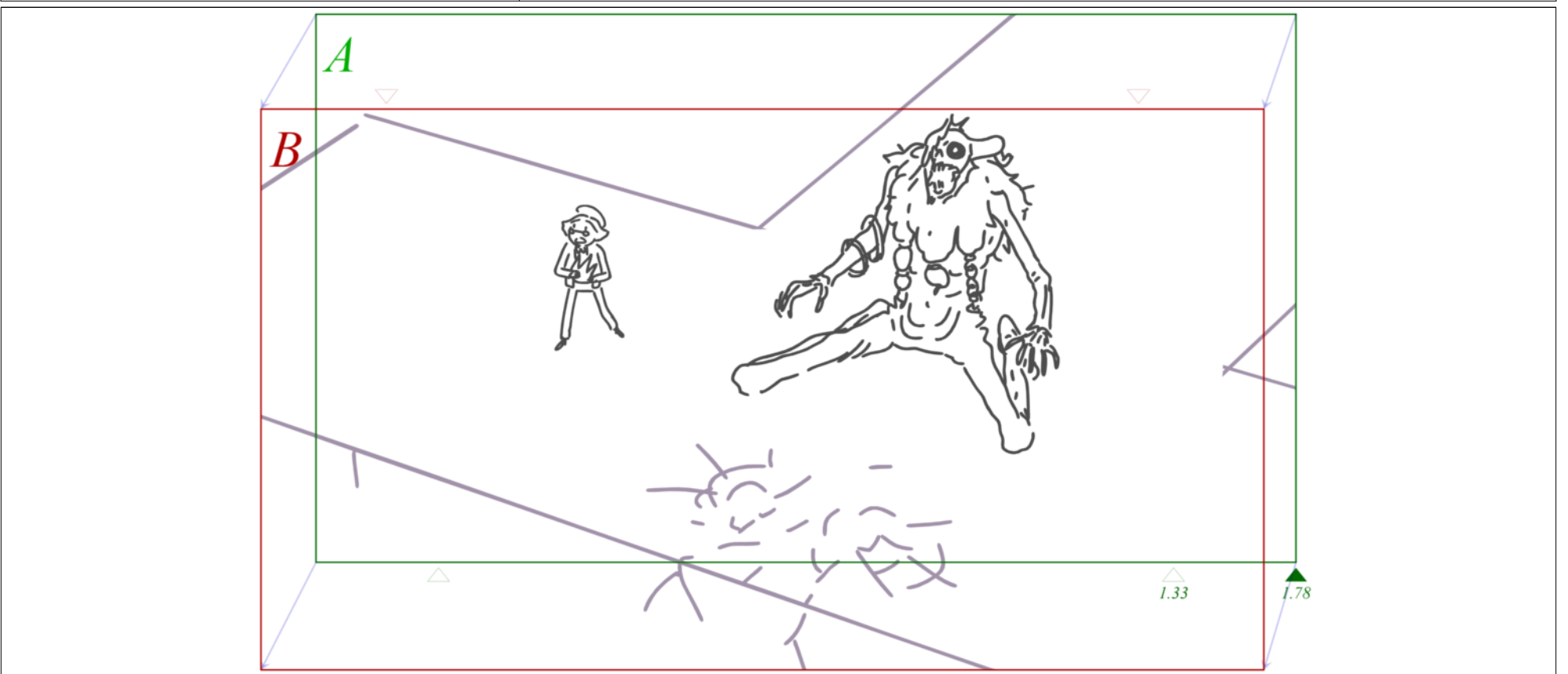
Scene	Feet : Frames	Panel / Total	Feet : Frames
55	00:02	2 / 2	00:01



Dialog

Action Notes  
STOP CAM SHAKE

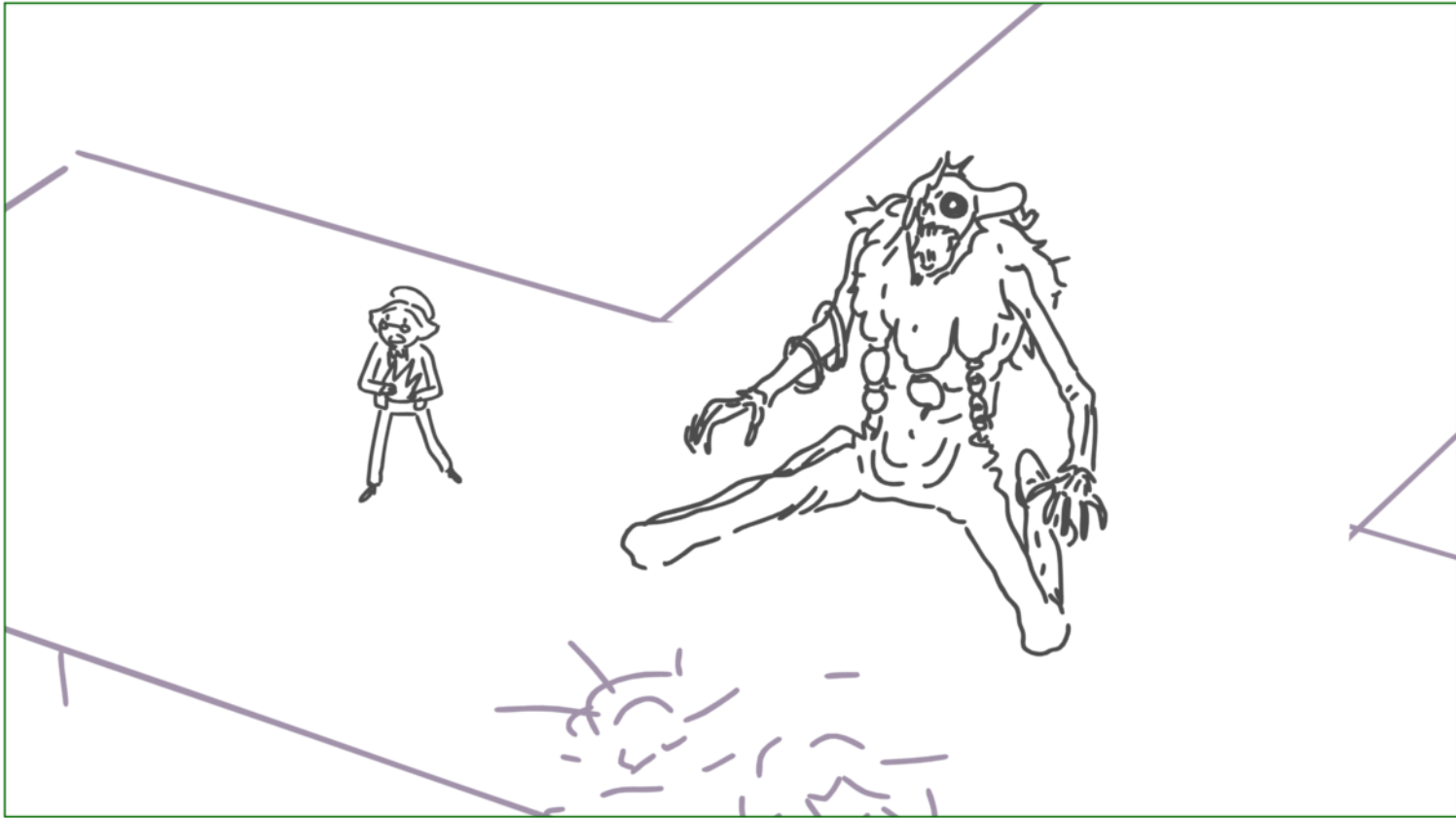
Scene Layout	Feet : Frames
56	00:02



Dialog
--------

Action Notes
SIMON and LICHa re dumbstruck

Scene	Feet : Frames	Panel / Total	Feet : Frames
56	00:02	1 / 2	00:01



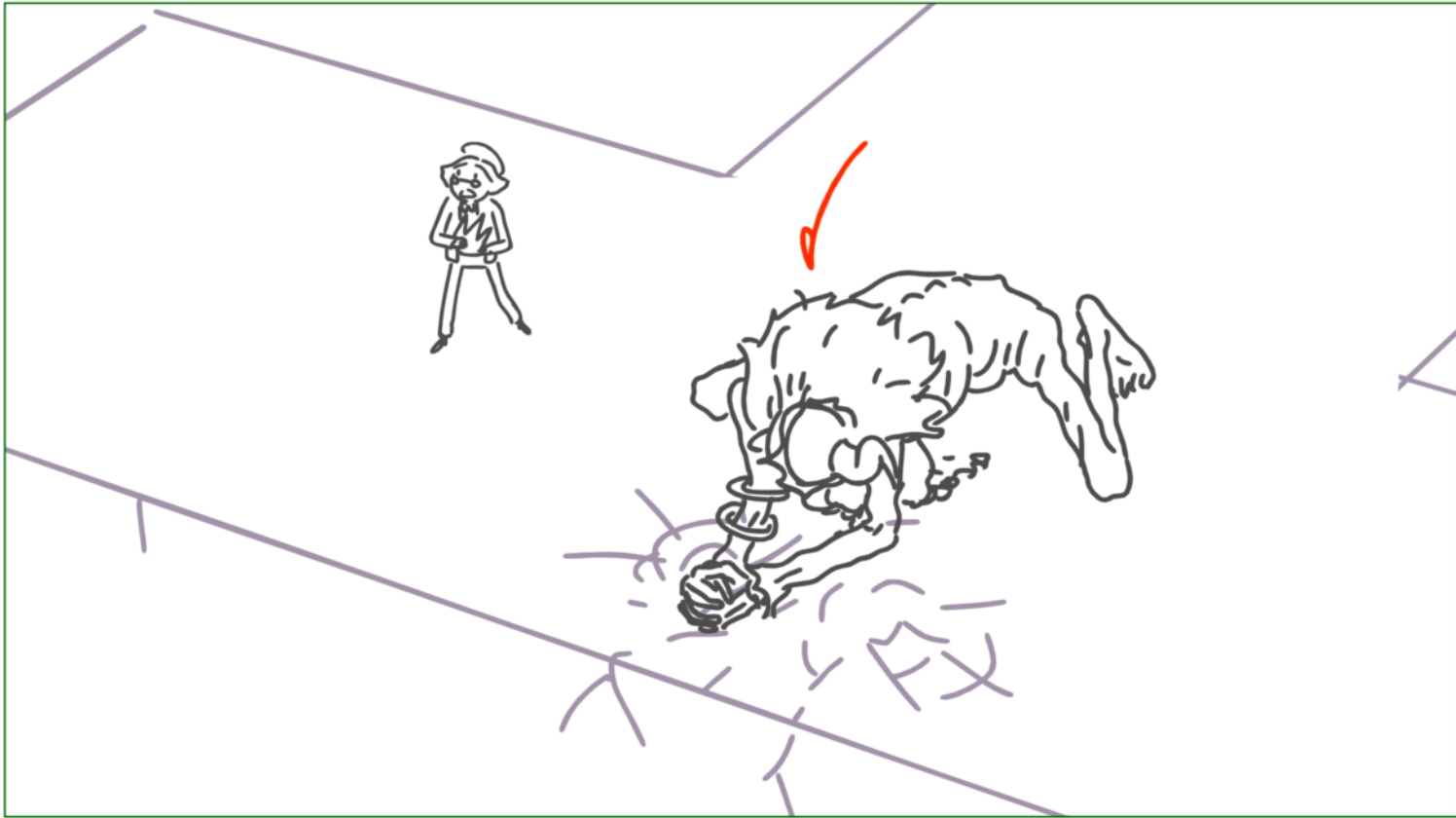
Dialog

Action Notes

SIMON and LICHa re dumbstruck



Scene	Feet : Frames	Panel / Total	Feet : Frames
56	00:02	2 / 2	00:01



Dialog

L:  
(prayers/incantations)

Action Notes

CAM ADJ as LICH goes back to muttering prayers.

Scene Layout	Feet : Frames
57	00:04



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
57	00:04	1 / 4	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
57	00:04	2 / 4	00:01



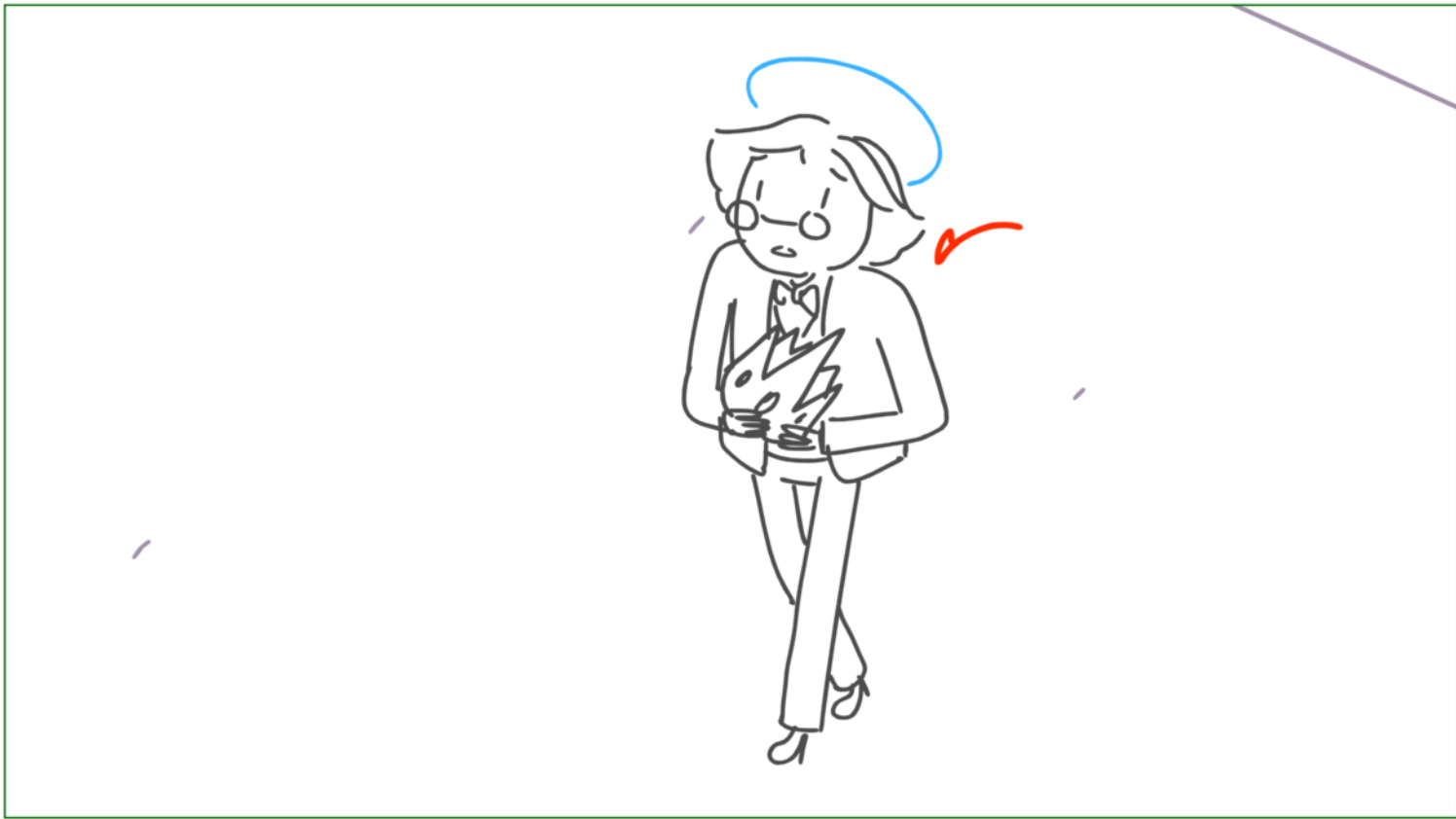
Dialog

S:  
Betty...

Action Notes

SIMON addresses Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
57	00:04	3 / 4	00:01



Dialog

Action Notes

CAM ADJ with SIMON walking toward Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
57	00:04	4 / 4	00:01



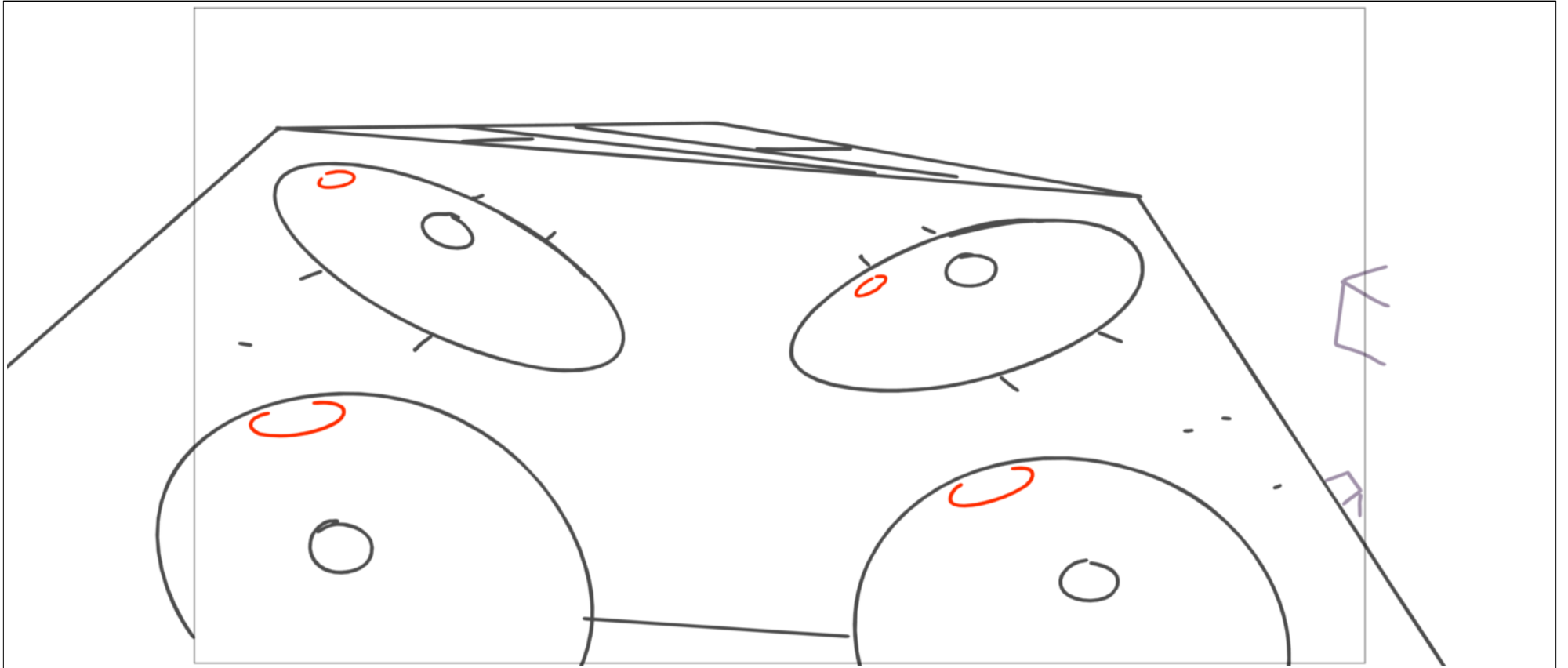
Dialog

S:  
Betty, are you in there?

Action Notes

CAM STOP  
SIMON stops walking

Scene	Feet : Frames	Panel / Total	Feet : Frames
58	00:01	1 / 1	00:01



Dialog

Action Notes  
GOLB doesn't respond

Scene	Feet : Frames	Panel / Total	Feet : Frames
59	00:02	1 / 2	00:01



Dialog

Action Notes

SIMON forlornly looks at Golb O/S



Scene	Feet : Frames	Panel / Total	Feet : Frames
59	00:02	2 / 2	00:01



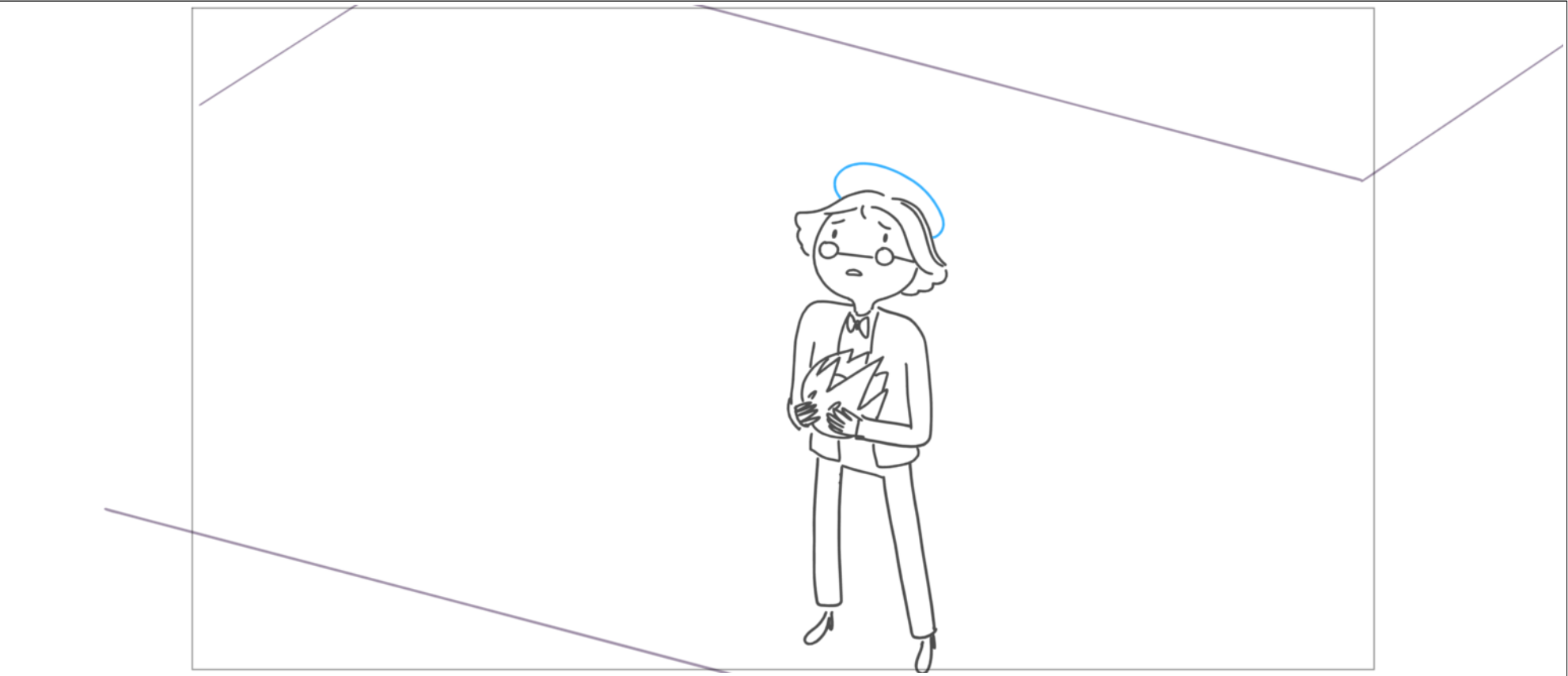
Dialog

S:

I finally get to you when I'm not even trying...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
60	00:03	1 / 3	00:01

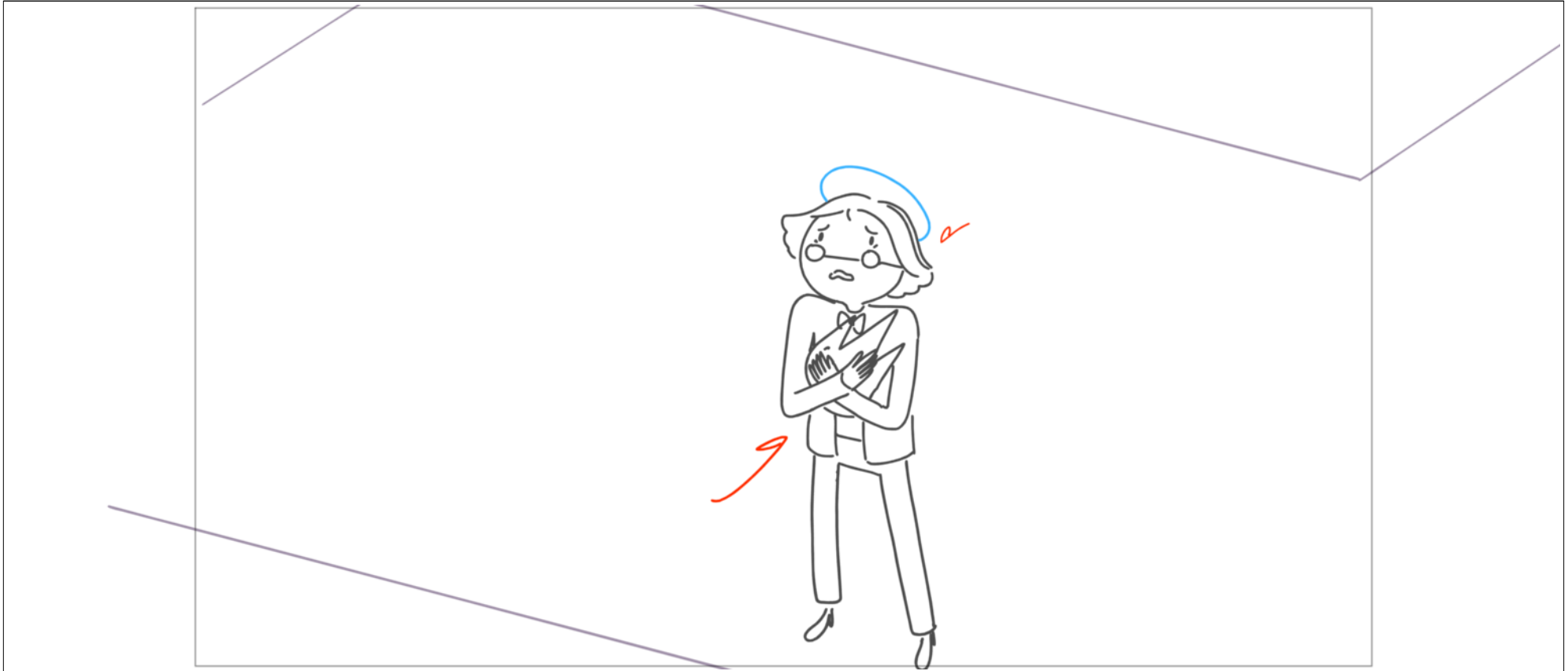


Dialog

S:  
Betty...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
60	00:03	2 / 3	00:01



Dialog

S (choking up):  
I've wanted to see you again for so long -

Action Notes

SIMON brings the CORWN to his chest

Scene	Feet : Frames	Panel / Total	Feet : Frames
60	00:03	3 / 3	00:01



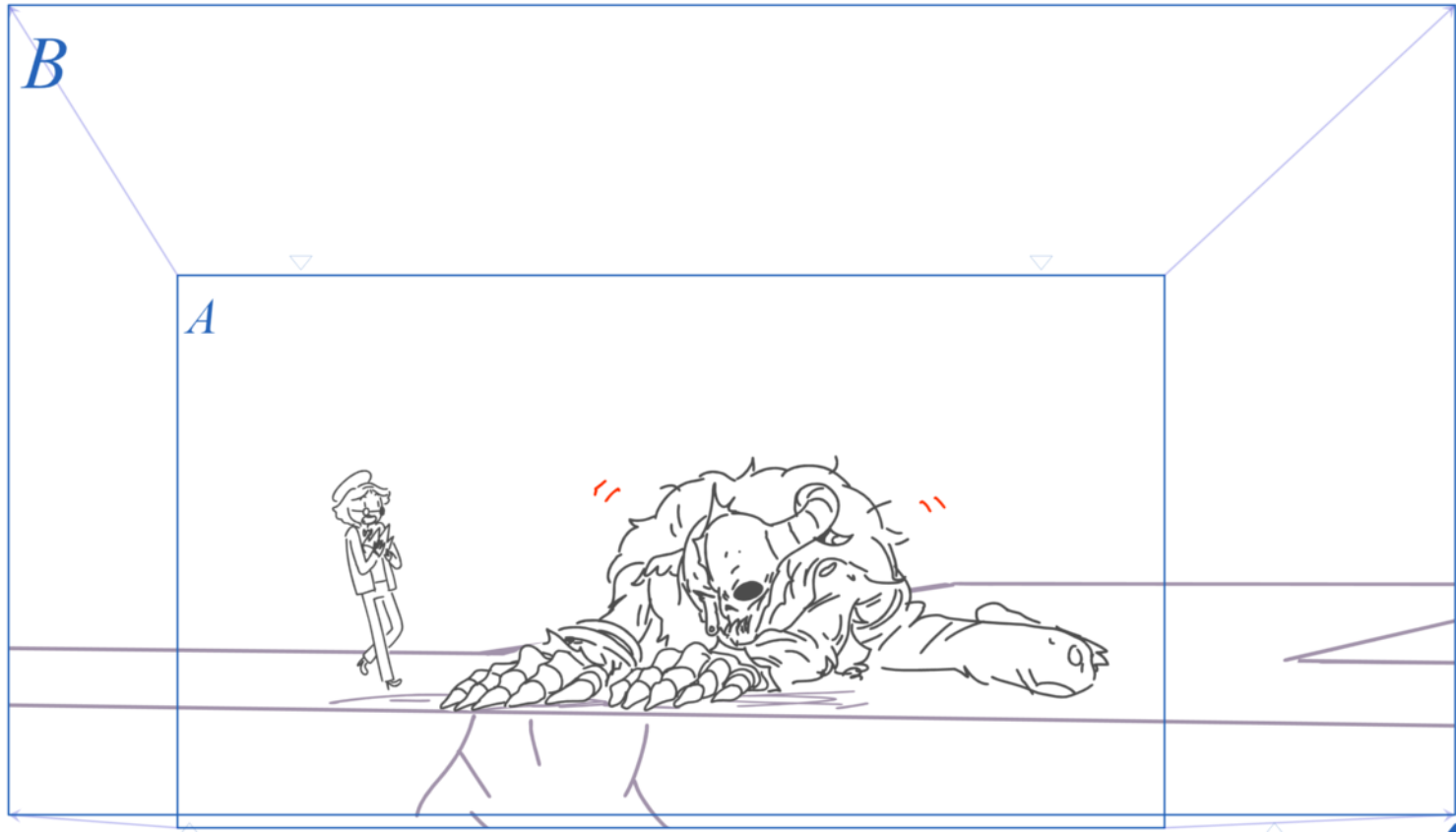
Dialog

L:  
(loud muttering)

Action Notes

LICH's muttering suddenly gets louder and startles SIMON

Scene Layout	Feet : Frames
61	00:09



Dialog
L: (loud muttering)

Action Notes
H/U SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
61	00:09	1 / 9	00:01



Dialog

L:  
(loud muttering)

Action Notes

H/U SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
61	00:09	2 / 9	00:01



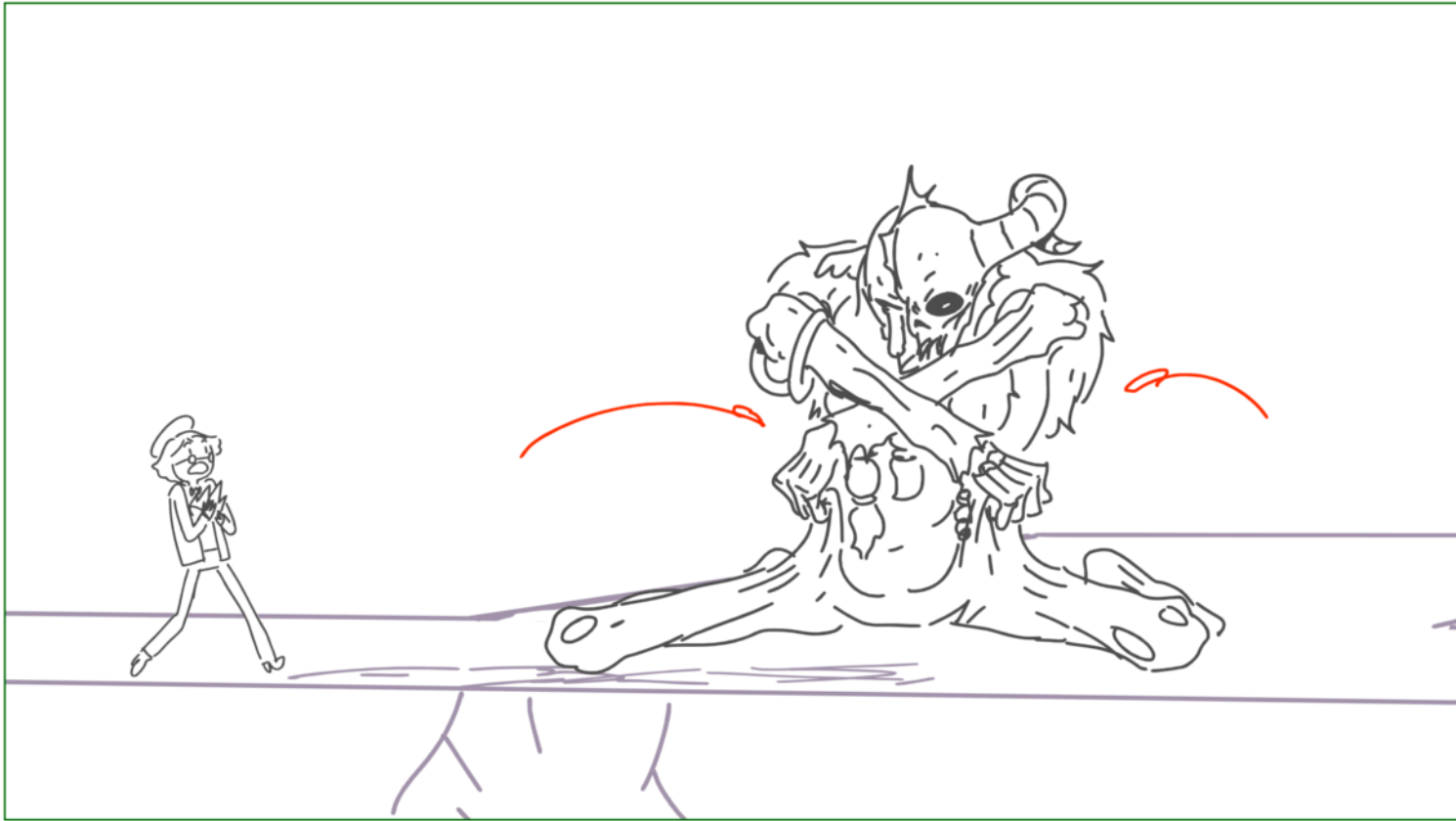
Dialog

L:  
(loud muttering)

Action Notes

CAM ADJ as LICH sits up, lifting his hands from the block  
SIMON steps back nervously

Scene	Feet : Frames	Panel / Total	Feet : Frames
61	00:09	3 / 9	00:01



Dialog

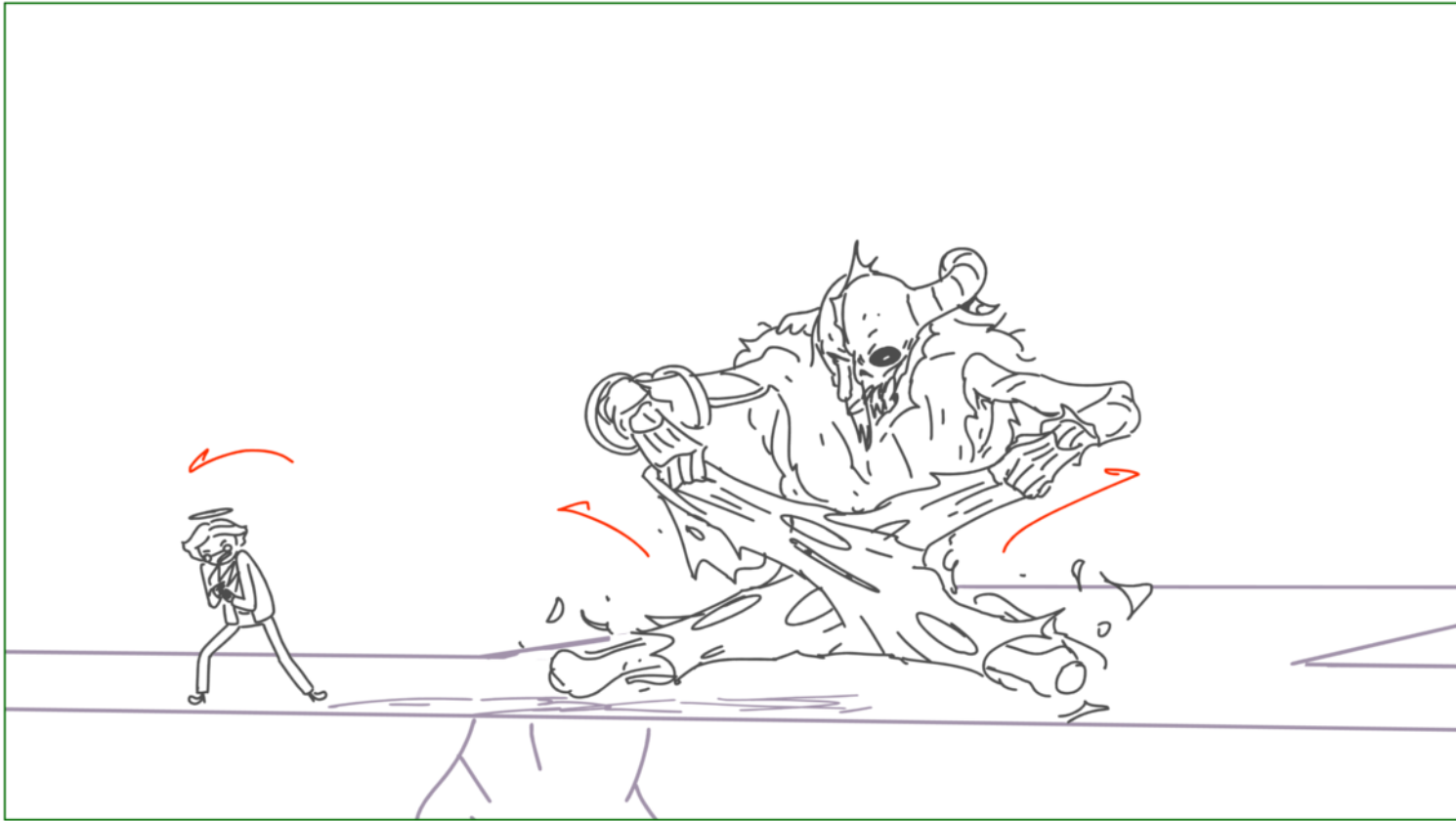
**LICH:**  
No no no...

Action Notes

LICH grabs the skin he is wearing at the hips



Scene	Feet : Frames	Panel / Total	Feet : Frames
61	00:09	4 / 9	00:01



Dialog

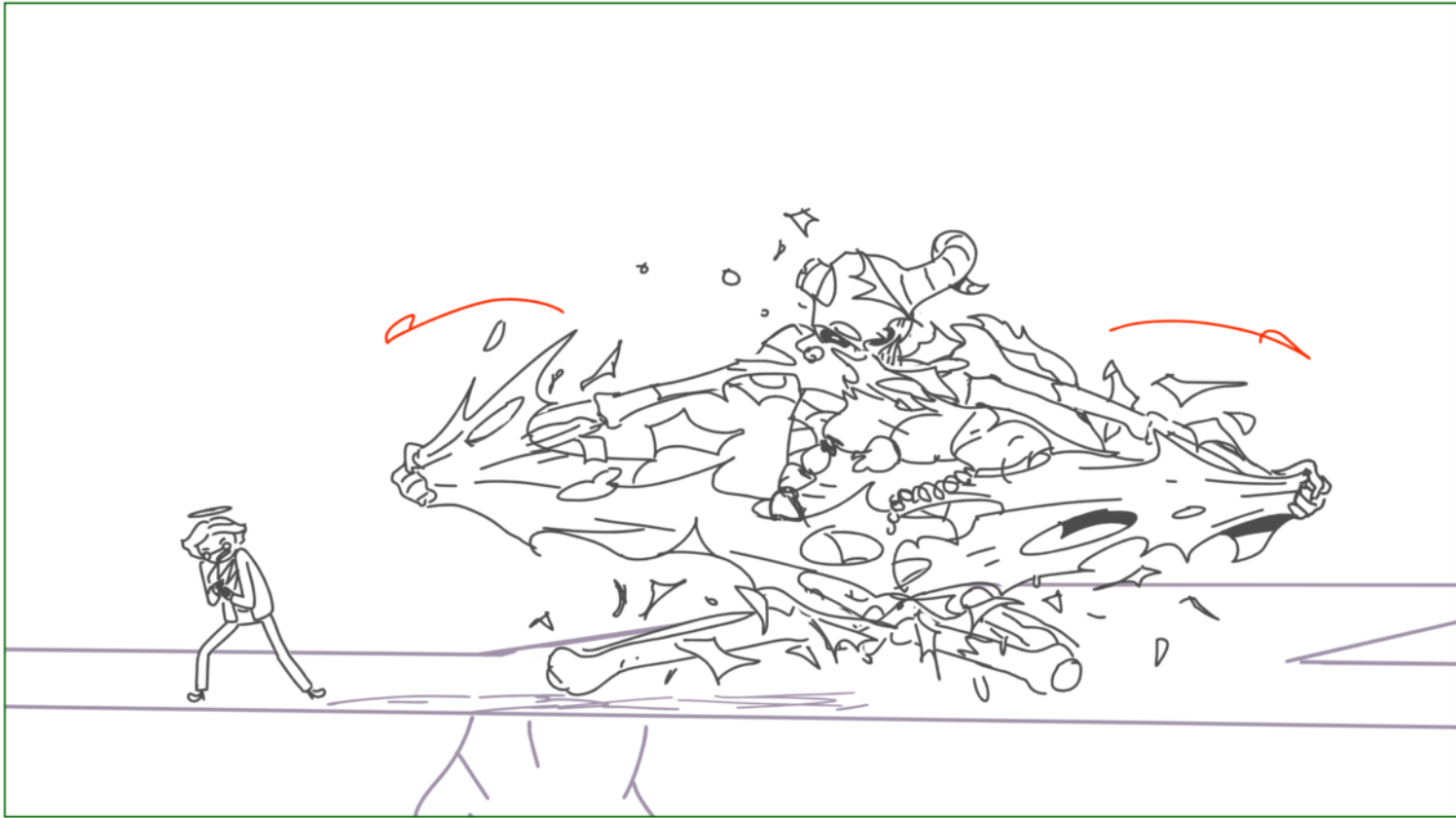
Action Notes

STOP CAM

LICH suddenly and quickly pulls at the skin, ripping it off.

SIMON turns to shield himself.

Scene	Feet : Frames	Panel / Total	Feet : Frames
61	00:09	5 / 9	00:01



Dialog

Action Notes

the whole skin and beard of BILLY pulls away,

Scene	Feet : Frames	Panel / Total	Feet : Frames
61	00:09	6 / 9	00:01



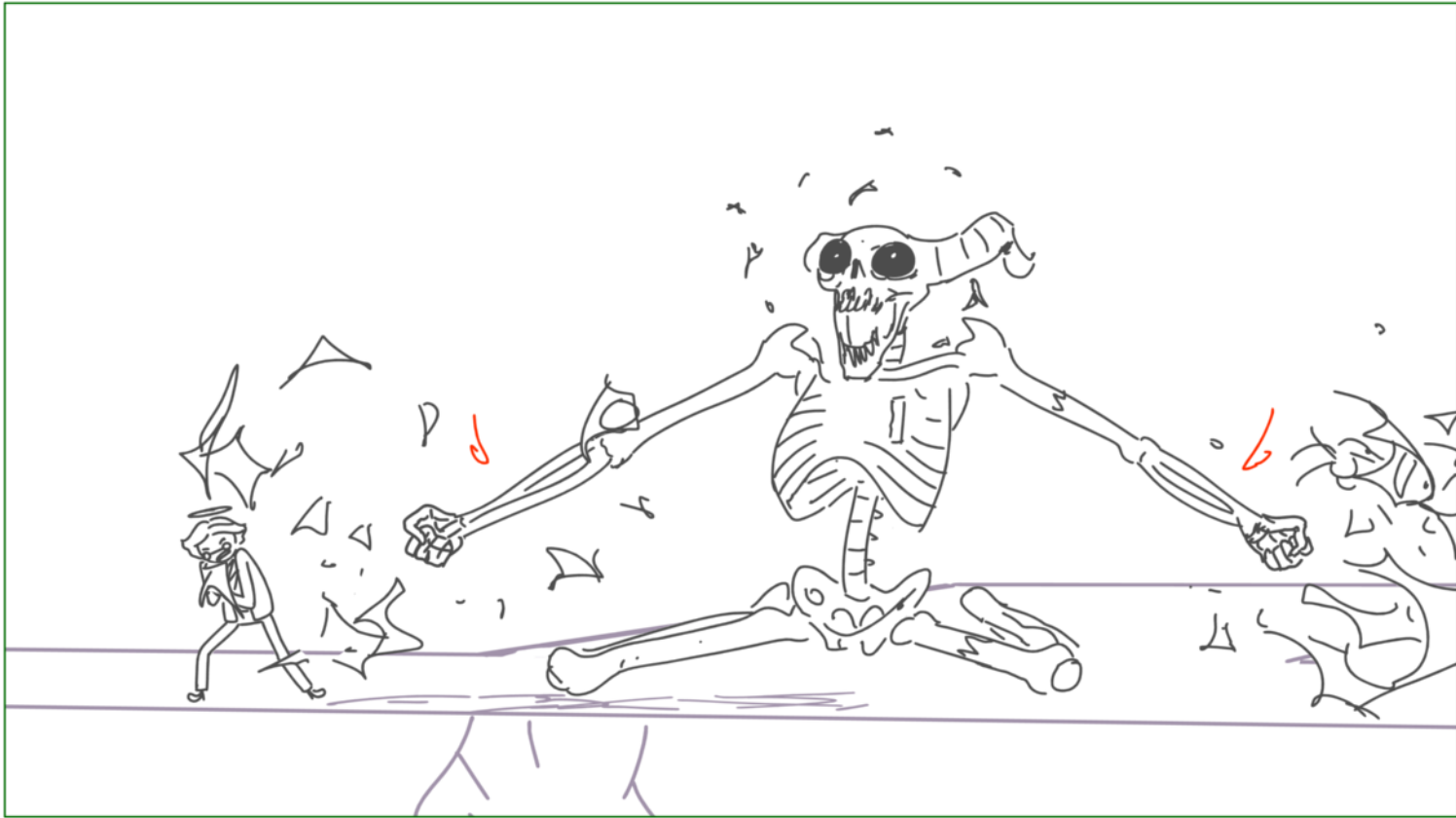
Dialog

L:  
ANSWER...

Action Notes

LICH looks up.  
The skin becomes tatters, disintegrating as it's pulled away.  
The skin on LICH's face disintegrates and flies off also.

Scene	Feet : Frames	Panel / Total	Feet : Frames
61	00:09	7 / 9	00:01



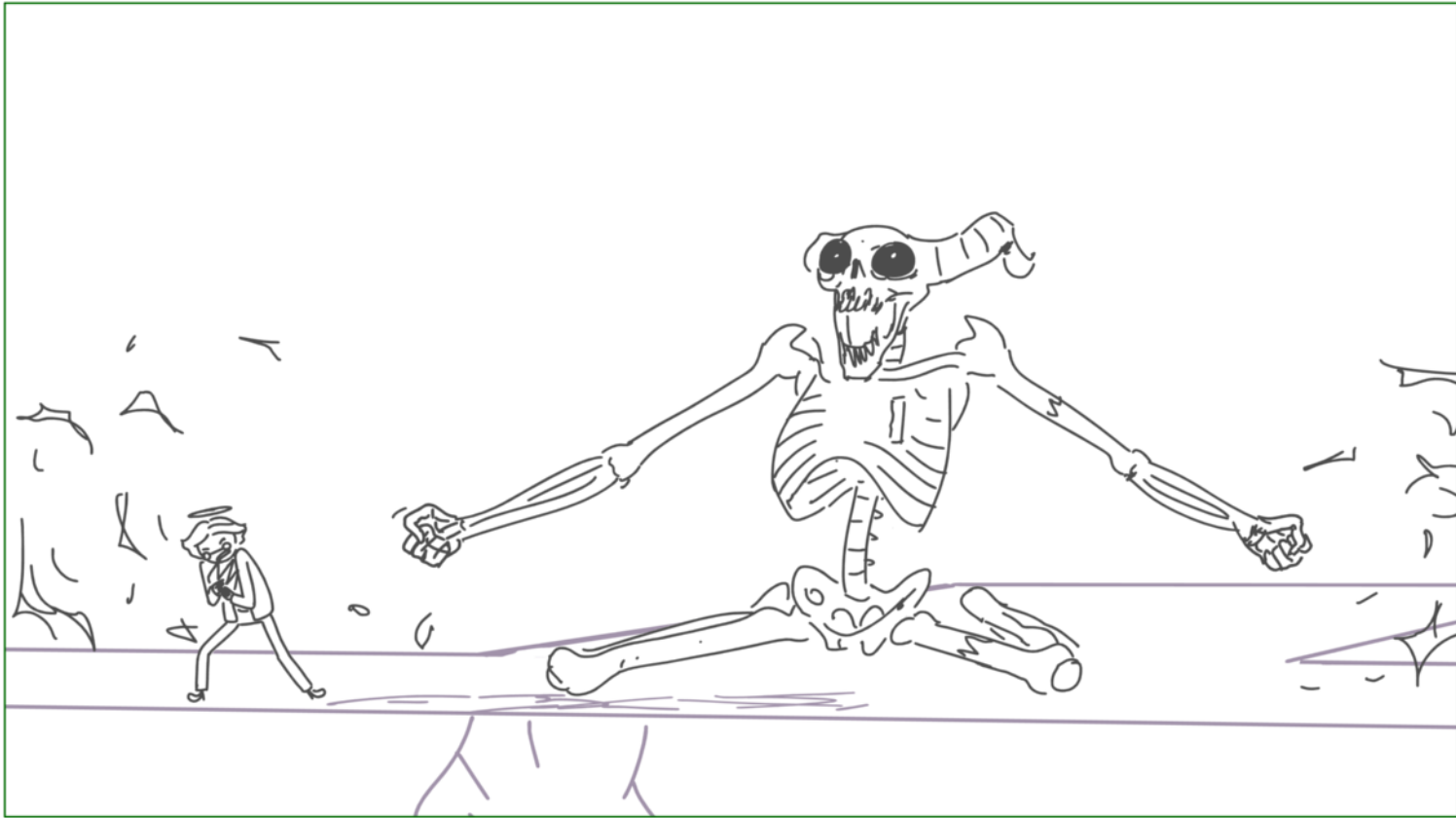
Dialog

L:  
ME!!

Action Notes

The skin tatters disintegrate

Scene	Feet : Frames	Panel / Total	Feet : Frames
61	00:09	8 / 9	00:01

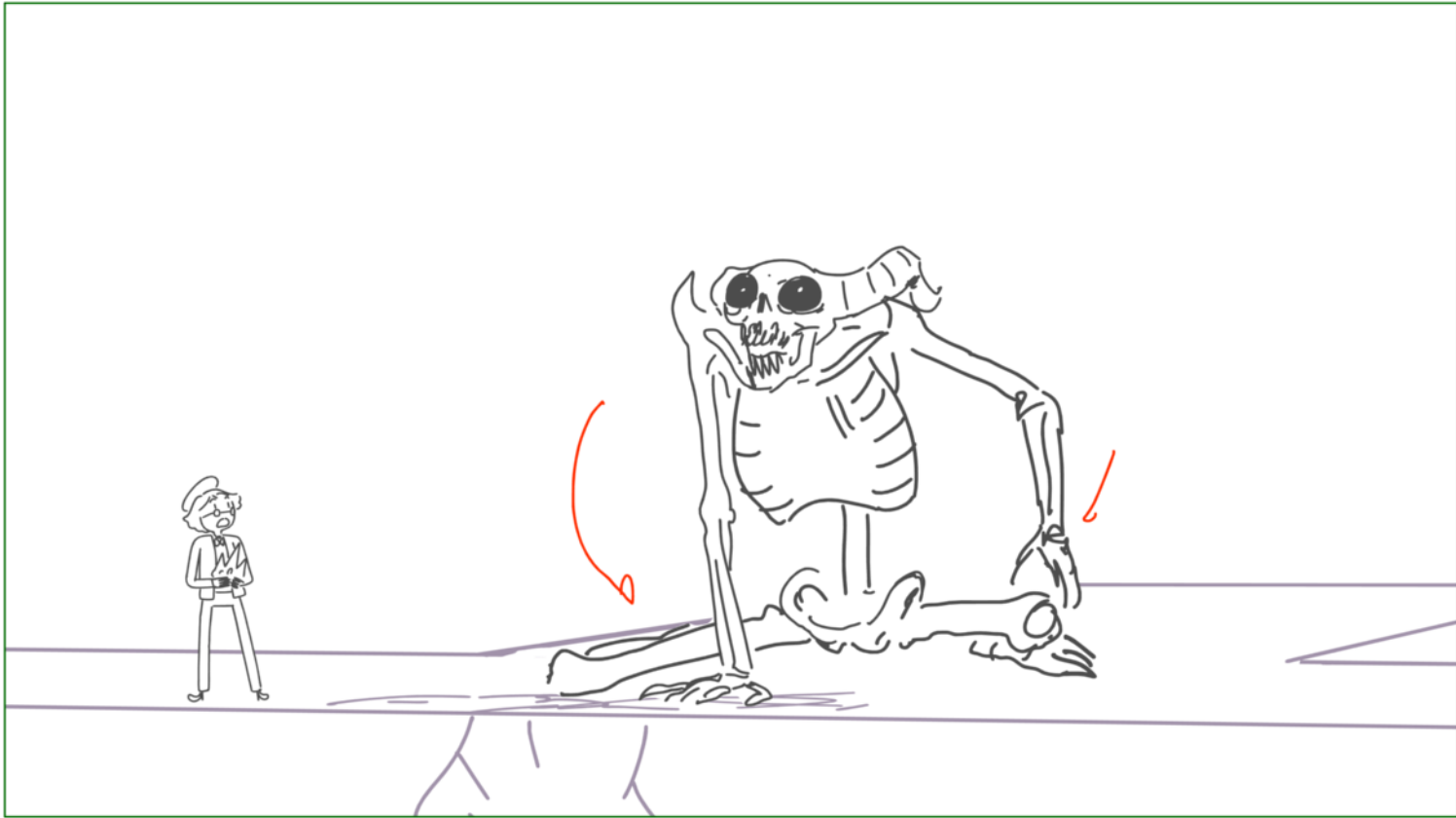


Dialog

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
61	00:09	9 / 9	00:01

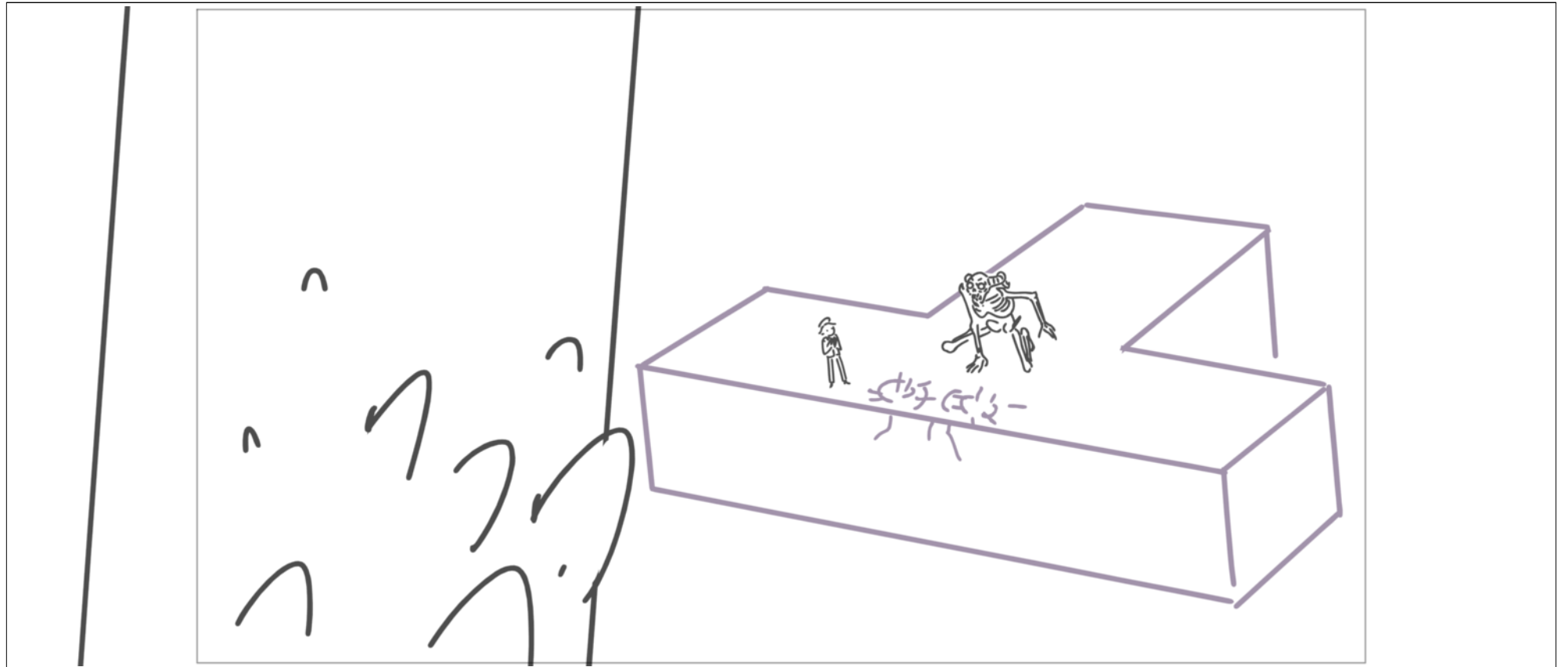


Dialog

Action Notes

LICH starts to get up.  
SIMON looks back to LICH

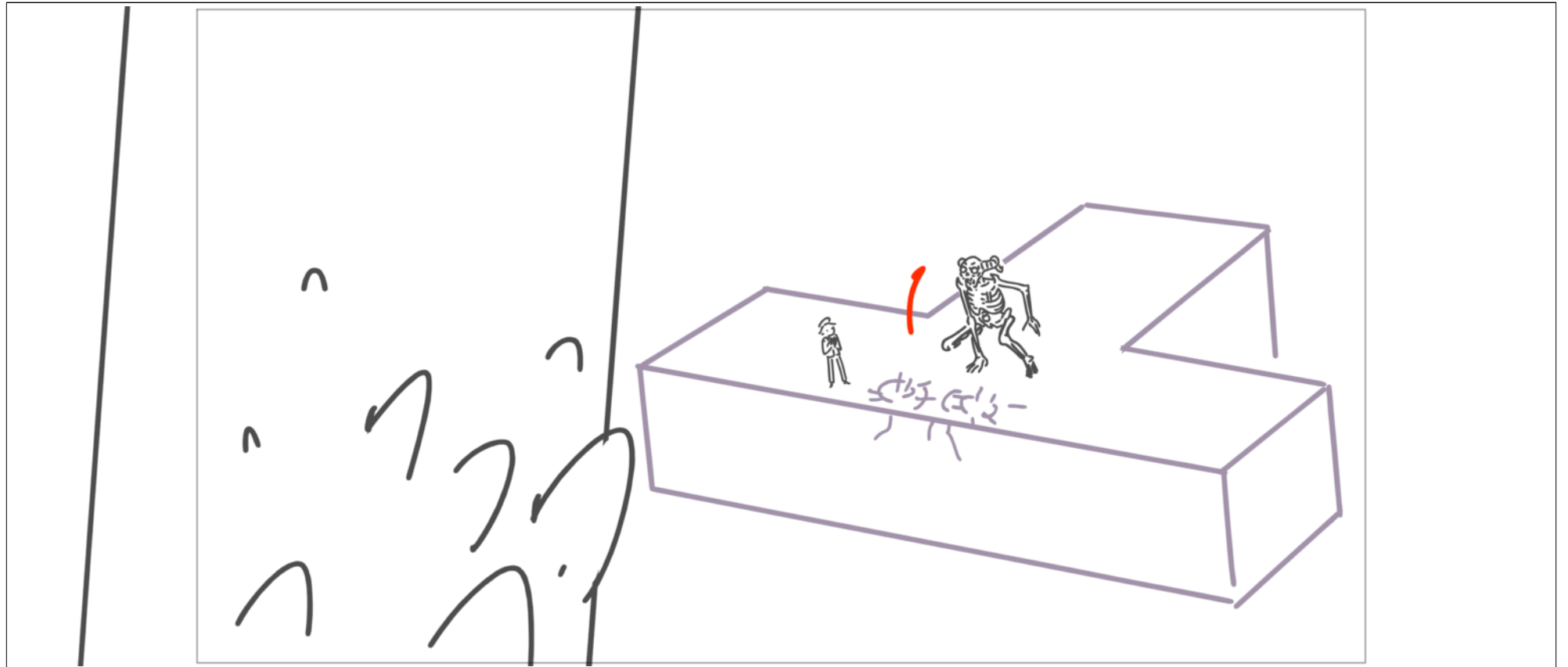
Scene	Feet : Frames	Panel / Total	Feet : Frames
62	00:03	1 / 3	00:01



Dialog

Action Notes  
H/U LICH standing, and SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
62	00:03	2 / 3	00:01

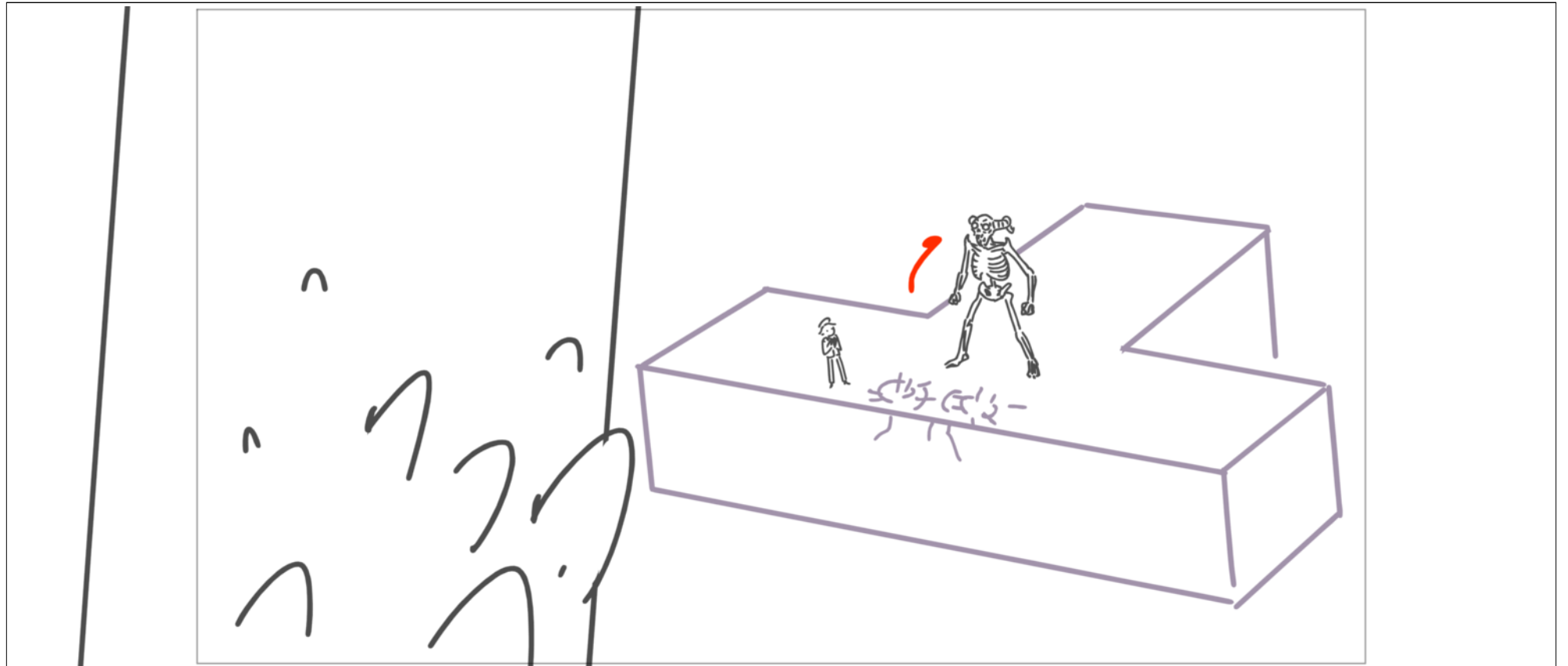


Dialog

Action Notes  
cont



Scene	Feet : Frames	Panel / Total	Feet : Frames
62	00:03	3 / 3	00:01



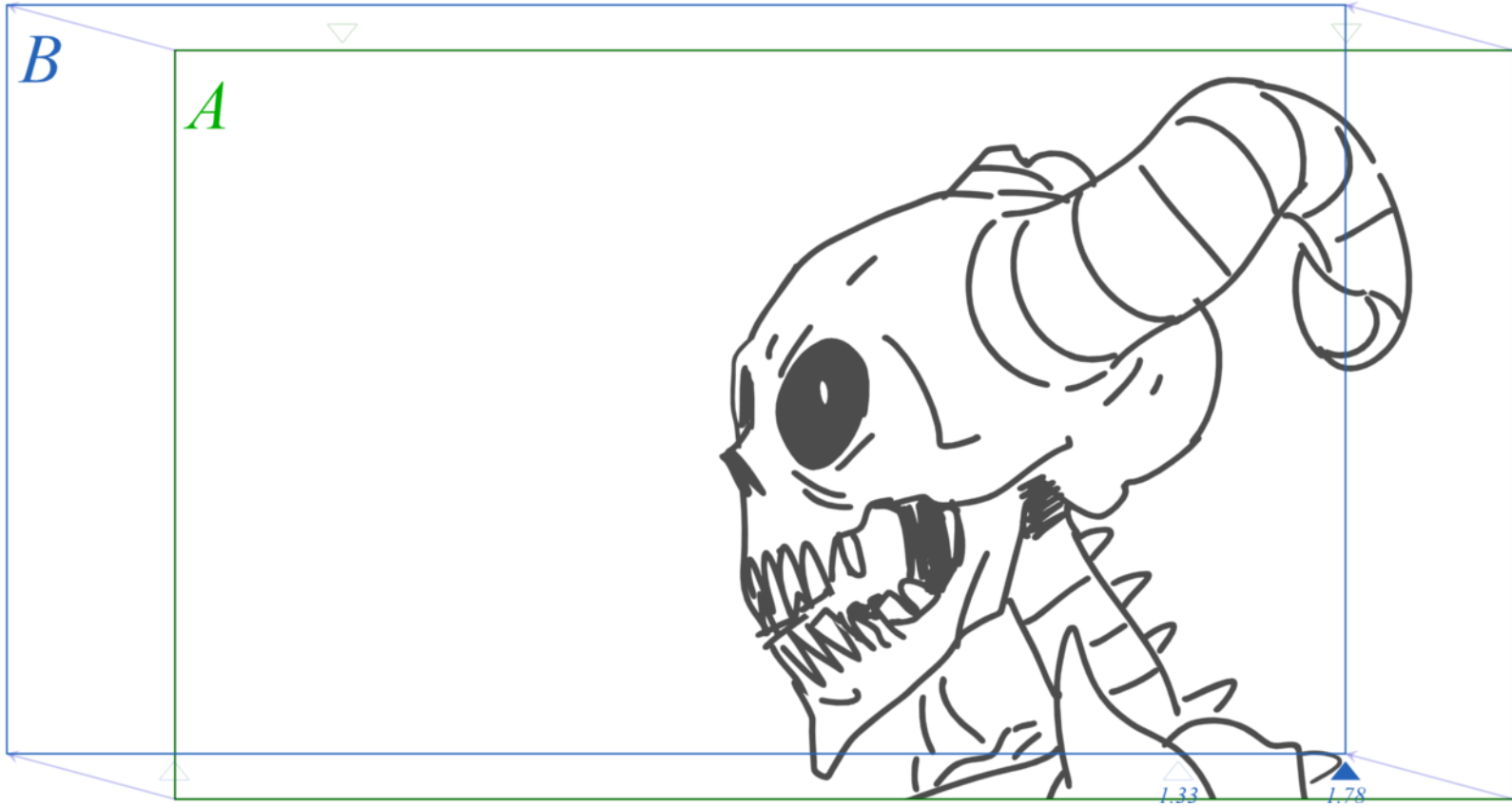
Dialog

L:  
What more could I have done, GOLB?

Action Notes

LICH stands

Scene Layout	Feet : Frames
63	00:08



Dialog
--------

Action Notes
THE LICH looks at Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
63	00:08	1 / 8	00:01



Dialog

Action Notes

THE LICH looks at Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
63	00:08	2 / 8	00:01



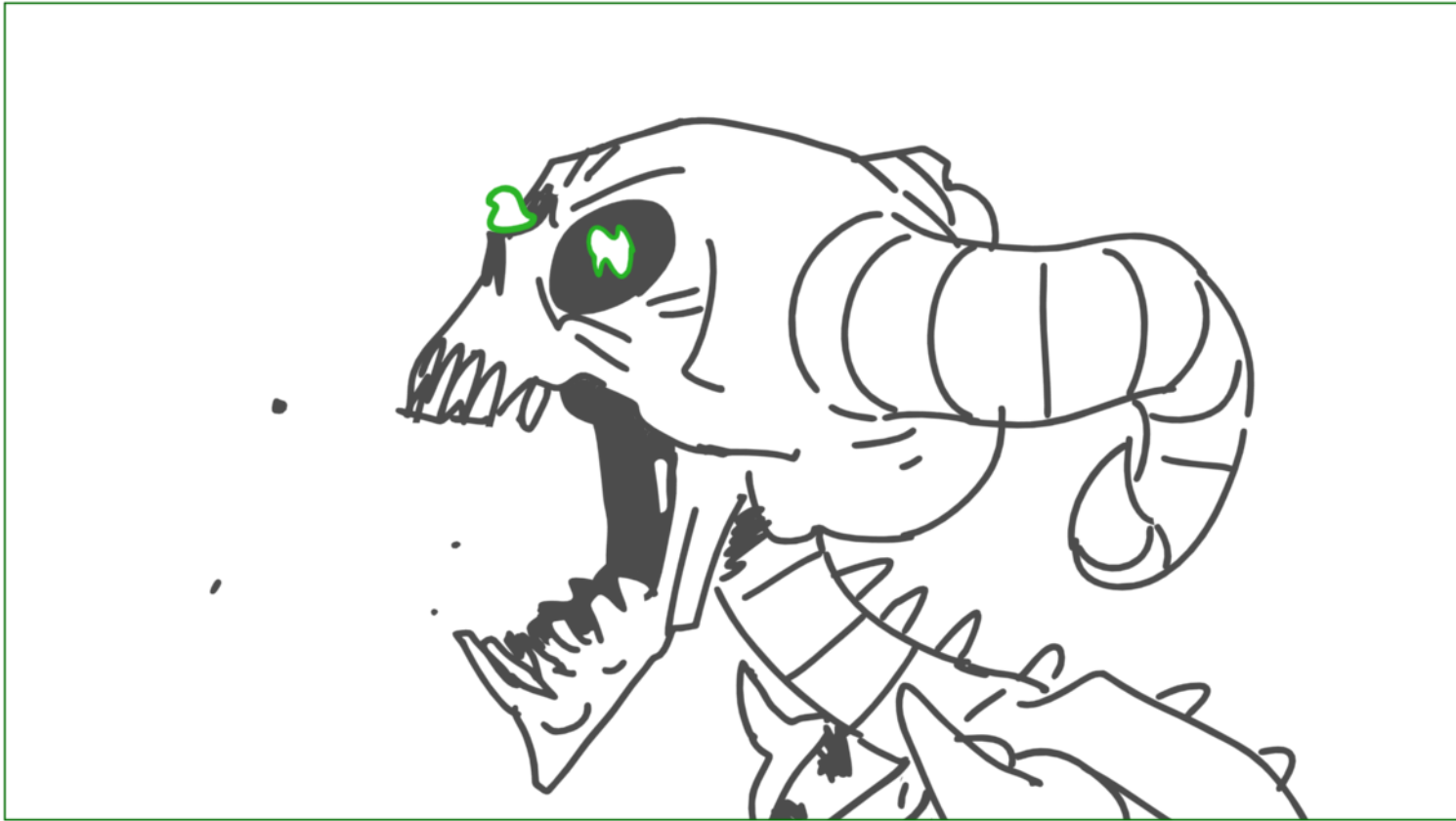
Dialog

L:  
What do you want from me now?!

Action Notes

CAM ADJ with LICH crying out

Scene	Feet : Frames	Panel / Total	Feet : Frames
63	00:08	3 / 8	00:01



Dialog

L:  
What do you want from me now?!

Action Notes

Green flame flares from the LICH's eyes

Scene	Feet : Frames	Panel / Total	Feet : Frames
63	00:08	4 / 8	00:01



Dialog

L:  
What do you want from me now?!

Action Notes

SFX: FWHOOSH!

Scene	Feet : Frames	Panel / Total	Feet : Frames
63	00:08	5 / 8	00:01



Dialog

L:  
What do you want from me now?!

Action Notes

SFX: FWHOOSH!

Scene	Feet : Frames	Panel / Total	Feet : Frames
63	00:08	6 / 8	00:01



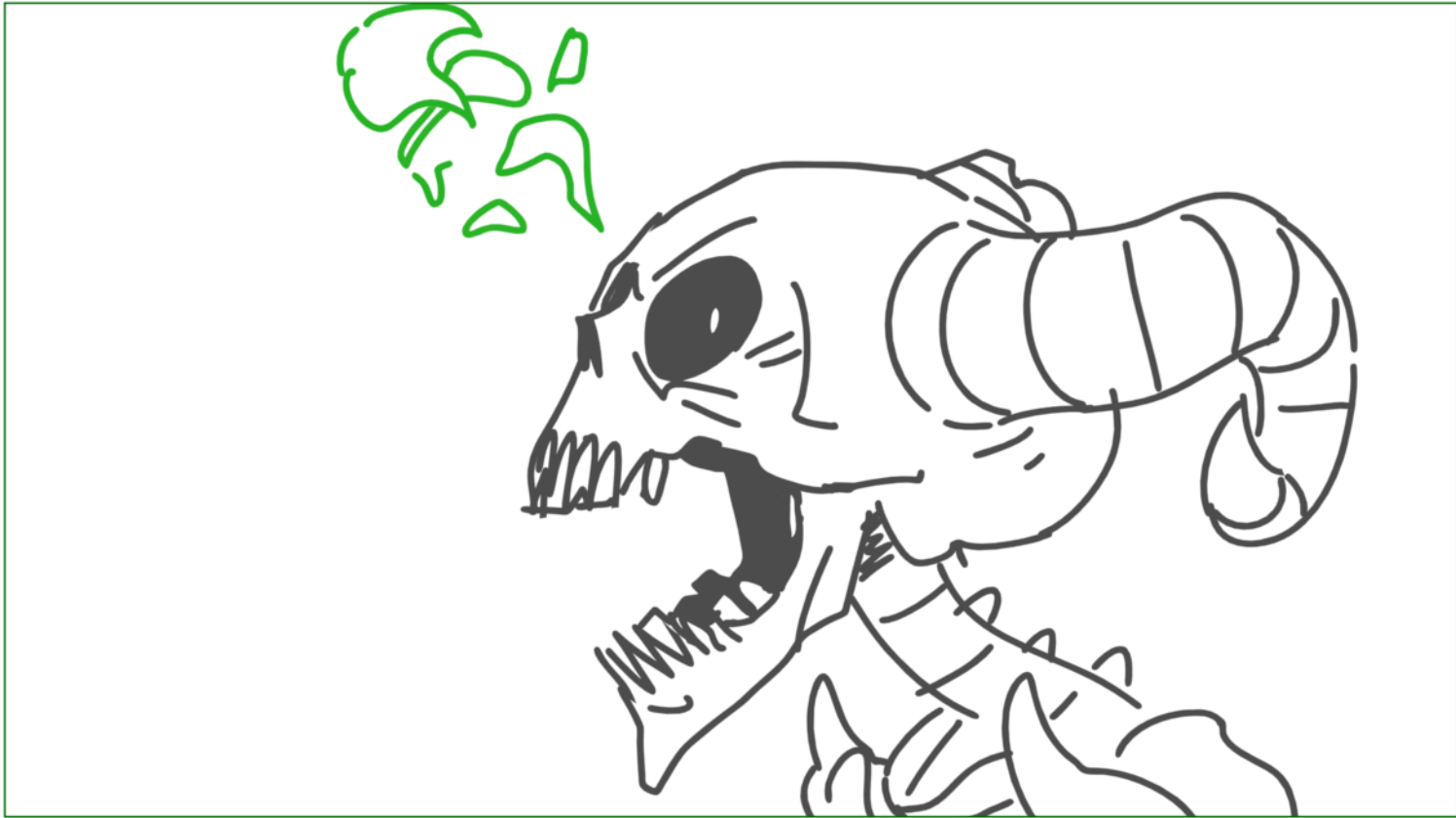
Dialog

L:  
What do you want from me now?!

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
63	00:08	7 / 8	00:01

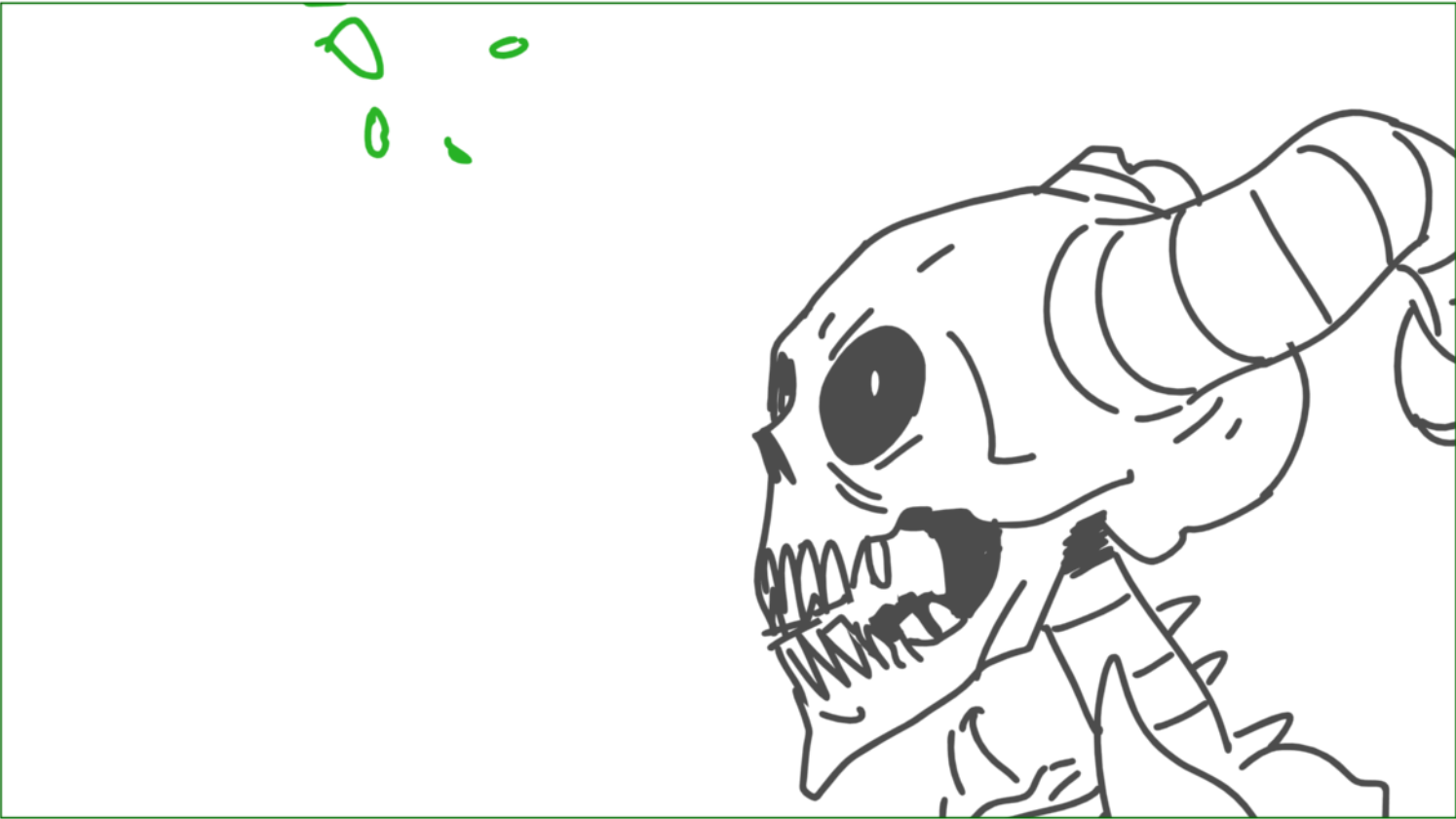


Dialog

Action Notes

FLAME stops

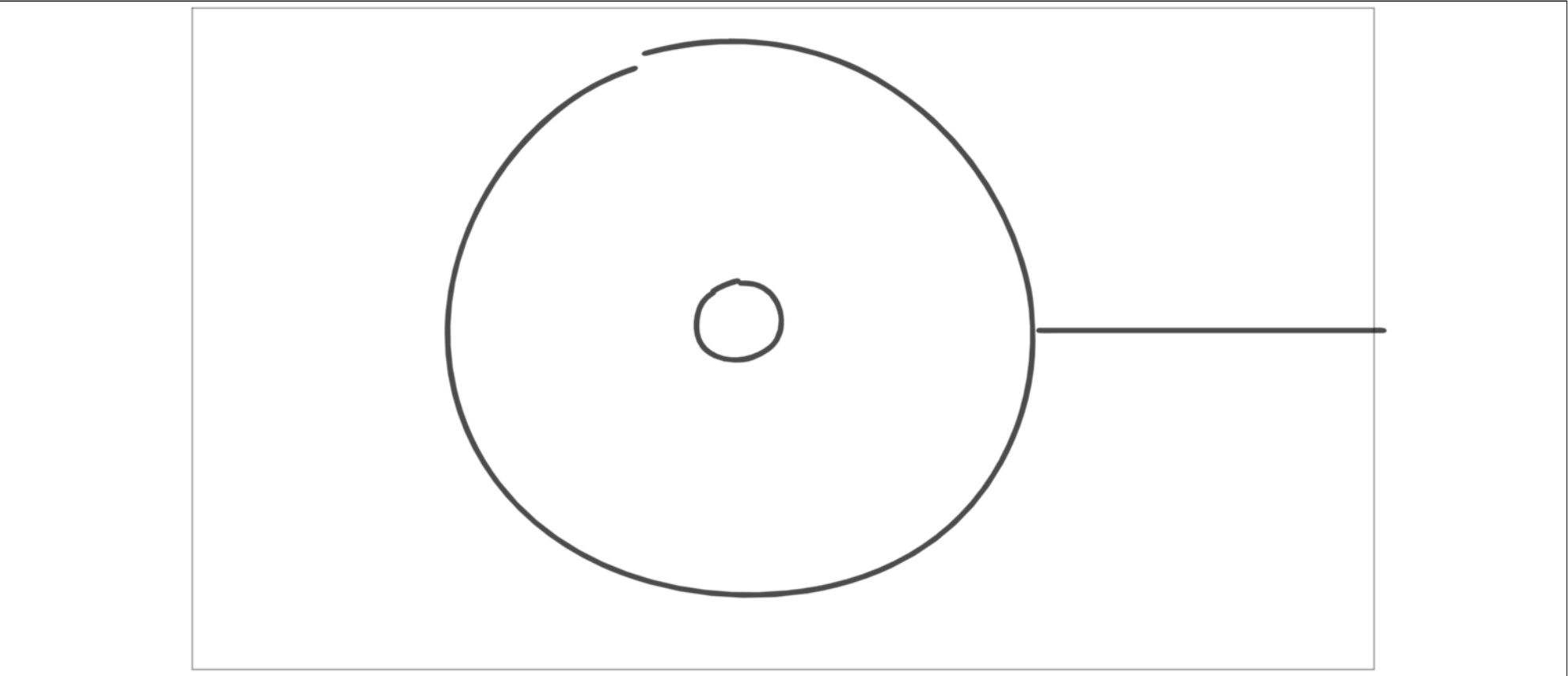
Scene	Feet : Frames	Panel / Total	Feet : Frames
63	00:08	8 / 8	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
64	00:02	1 / 2	00:01

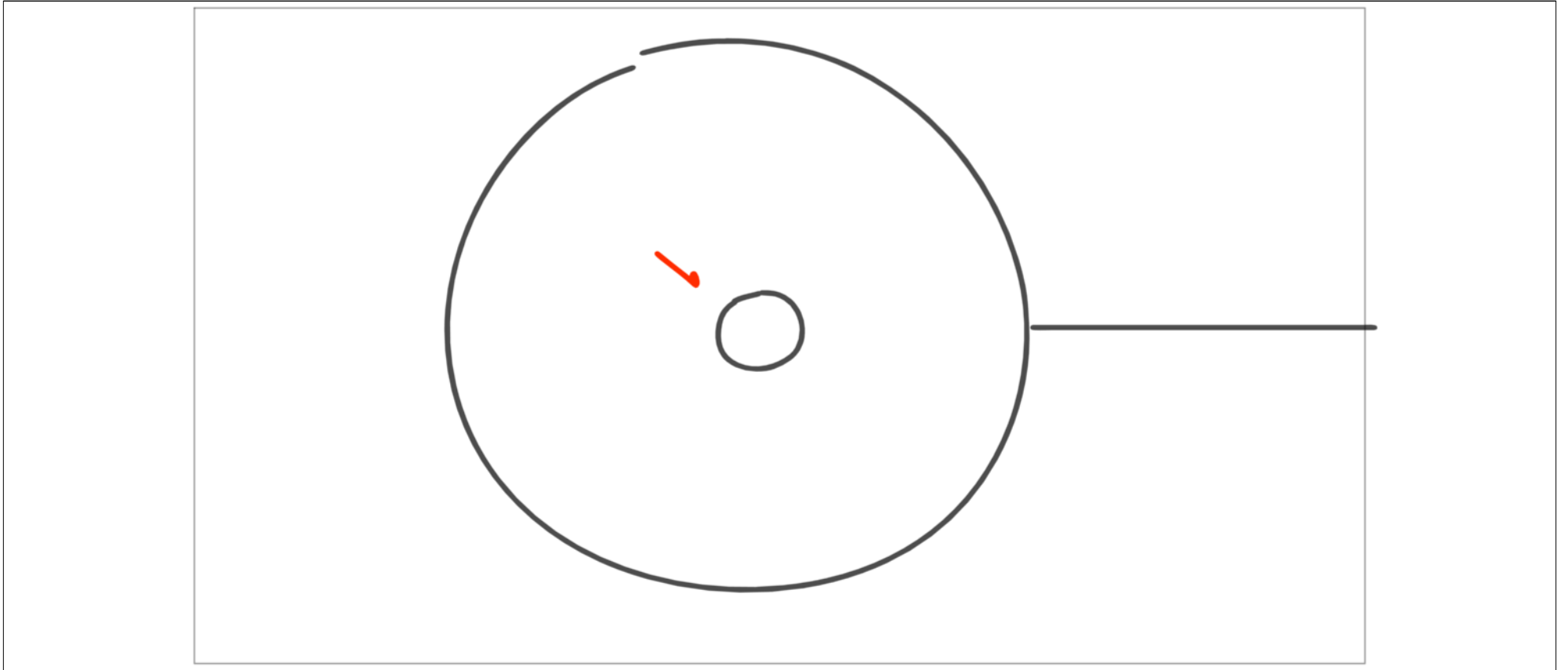


Dialog

Action Notes

GOLB's eye

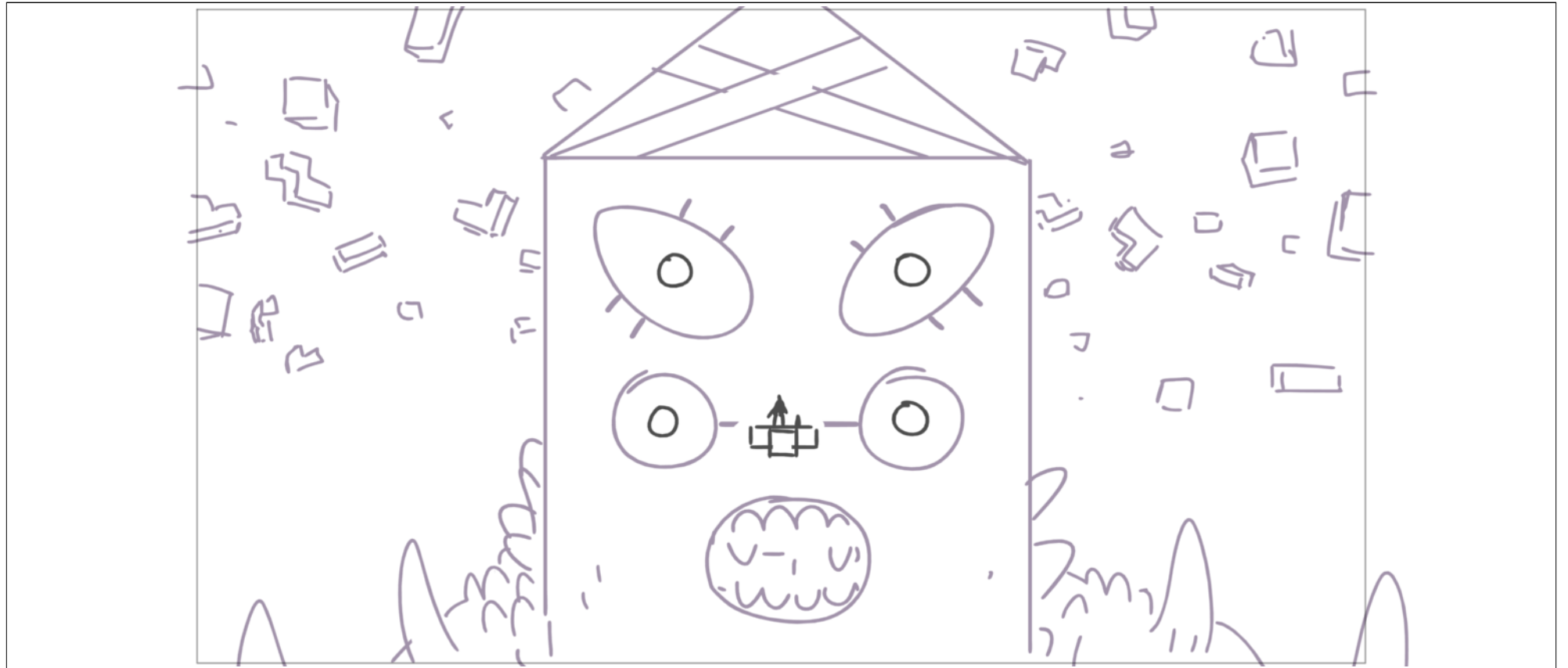
Scene	Feet : Frames	Panel / Total	Feet : Frames
64	00:02	2 / 2	00:01



Dialog

Action Notes  
GOLB's pupil slightly moves

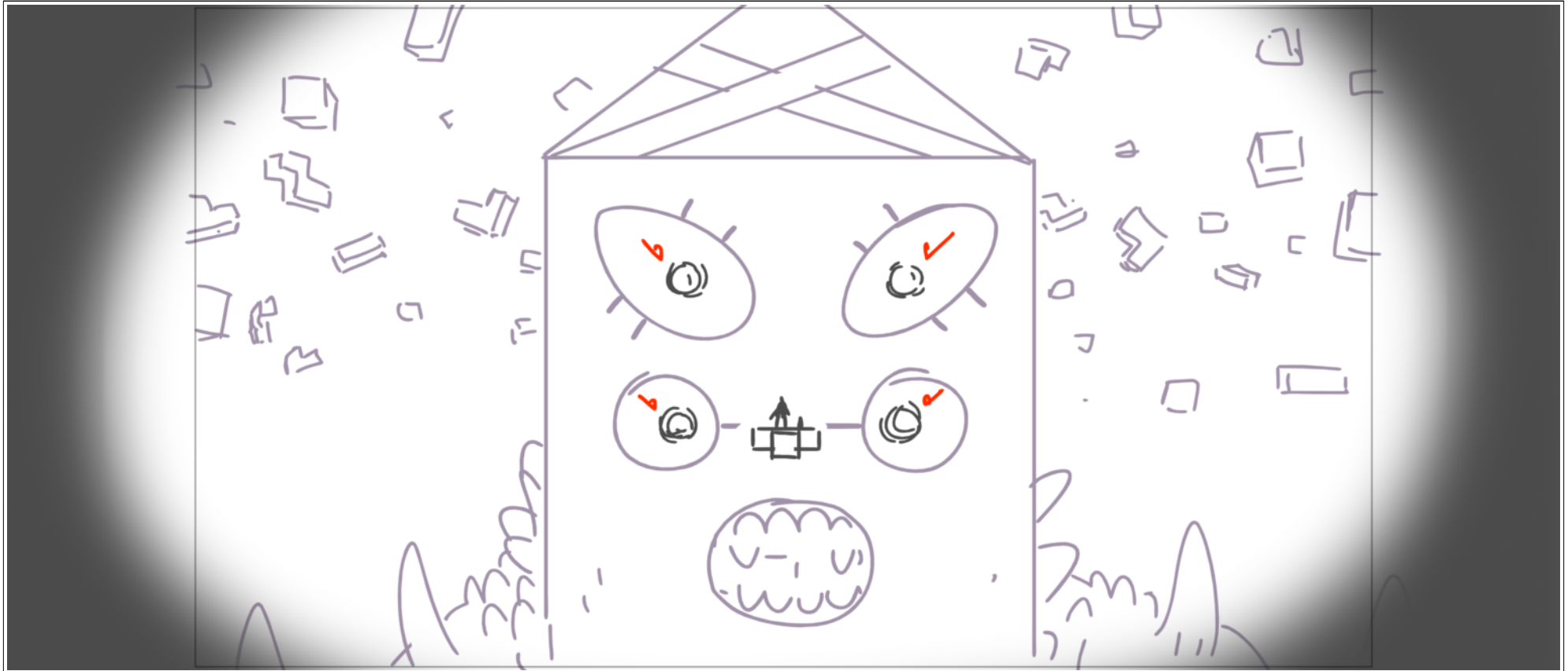
Scene	Feet : Frames	Panel / Total	Feet : Frames
65	00:02	1 / 2	00:01



Dialog

Action Notes  
H/U GOLB's pupil moving

Scene	Feet : Frames	Panel / Total	Feet : Frames
65	00:02	2 / 2	00:01



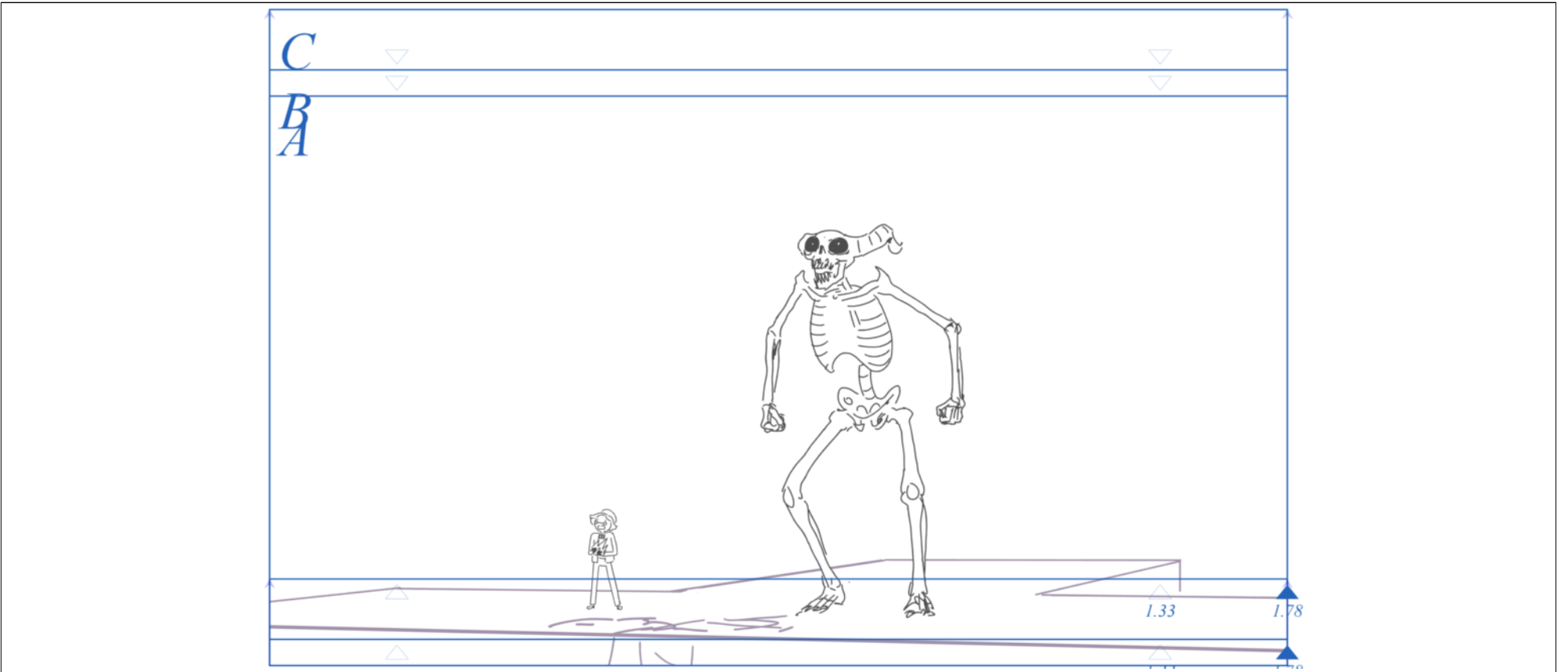
Dialog

Action Notes

GOLB's eyes shift toward LICH.  
 SFX: (sound of GOLB's eyes turning - like stone sliding against stone)

GOLB eyes vibrate  
 vignette

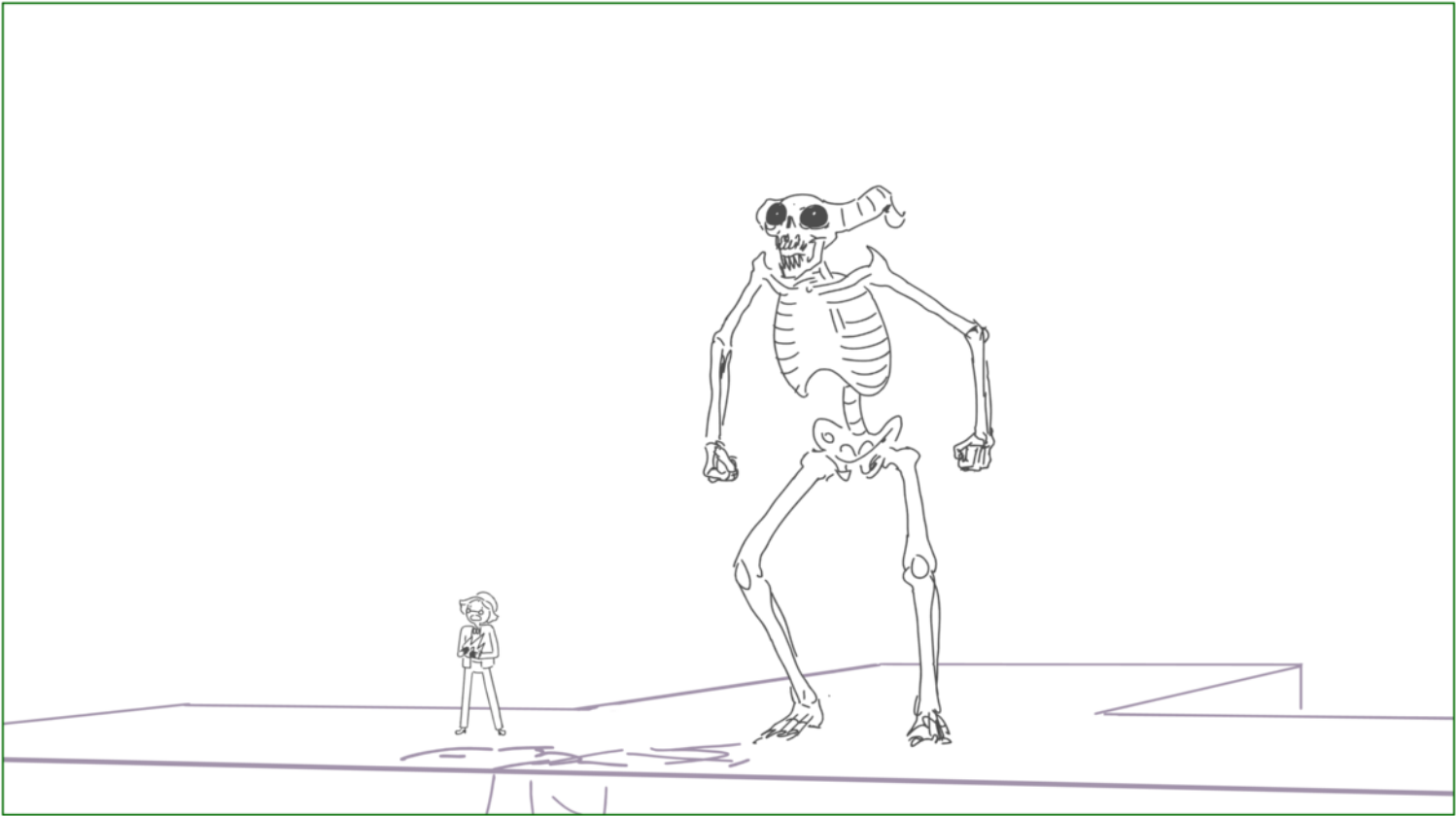
Scene Layout	Feet : Frames
66	00:05



Dialog
--------

Action Notes
LICH and SIMON look at Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
66	00:05	1 / 5	00:01



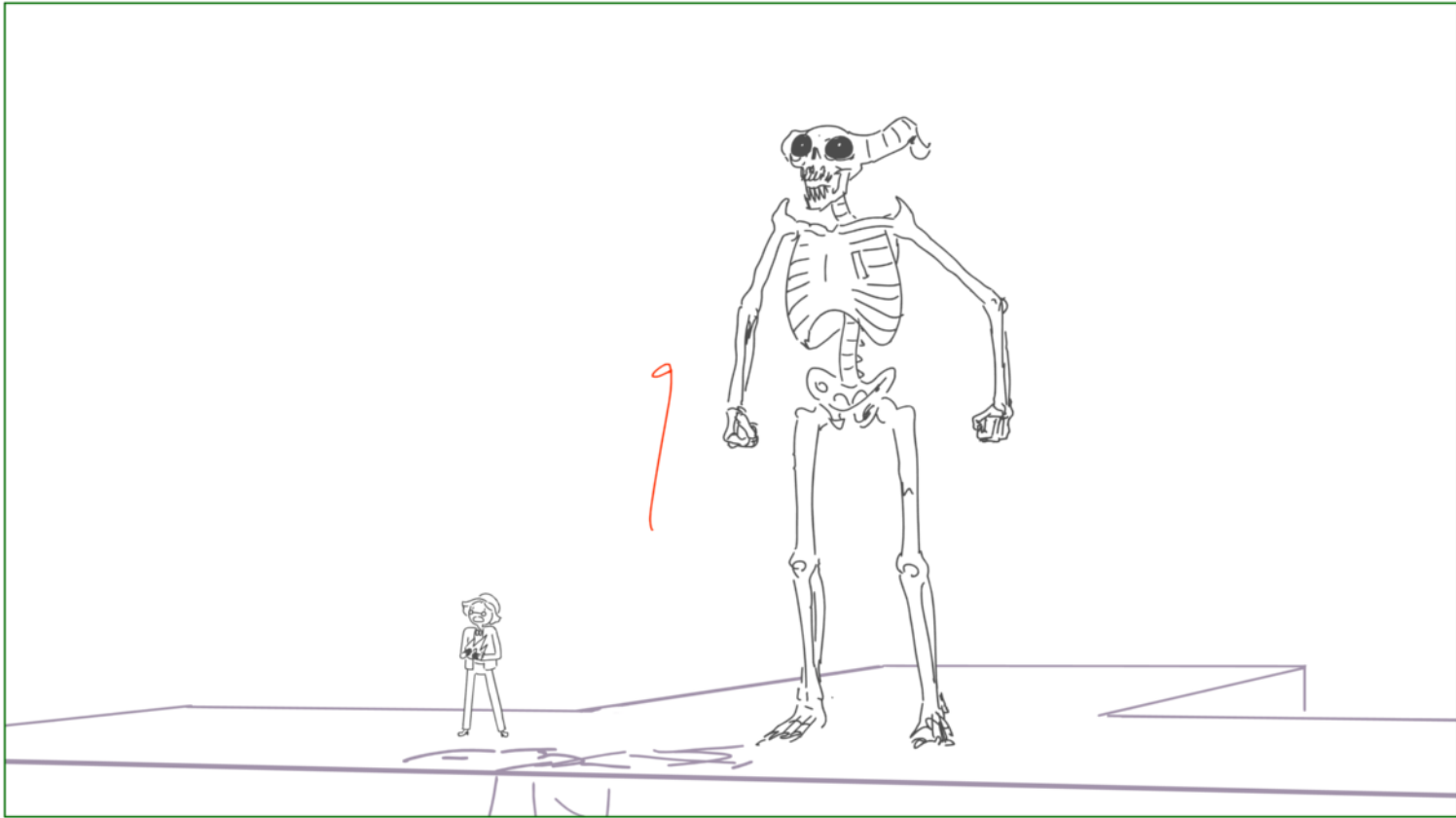
Dialog

Action Notes

LICH and SIMON look at Golb O/S



Scene	Feet : Frames	Panel / Total	Feet : Frames
66	00:05	2 / 5	00:01

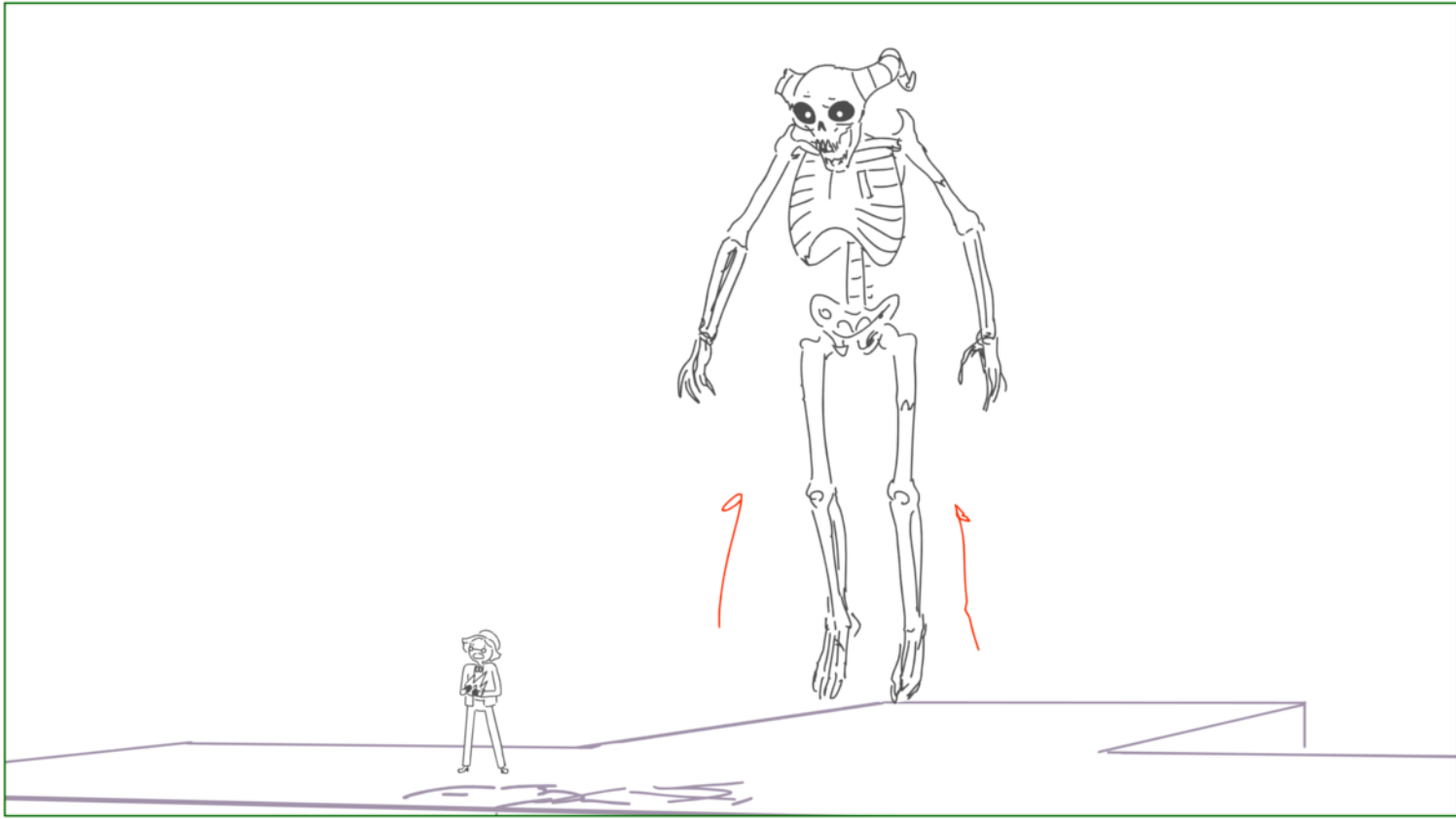


Dialog

Action Notes

the LICH stands to full height  
CAM ADJ

Scene	Feet : Frames	Panel / Total	Feet : Frames
66	00:05	3 / 5	00:01



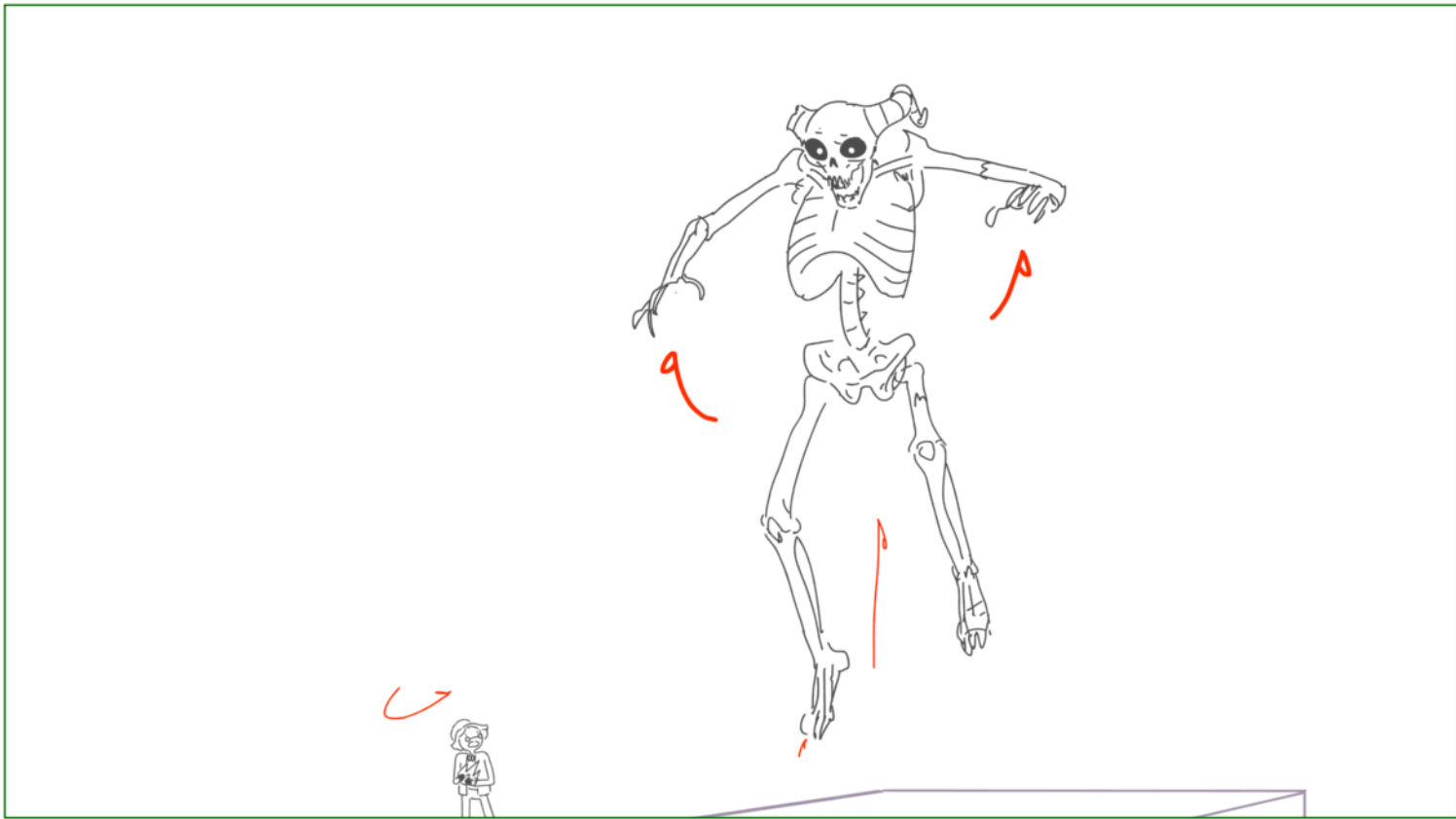
Dialog

LICH:  
What?

Action Notes

CAM ADJ  
the LICH is levitated off the block

Scene	Feet : Frames	Panel / Total	Feet : Frames
66	00:05	4 / 5	00:01



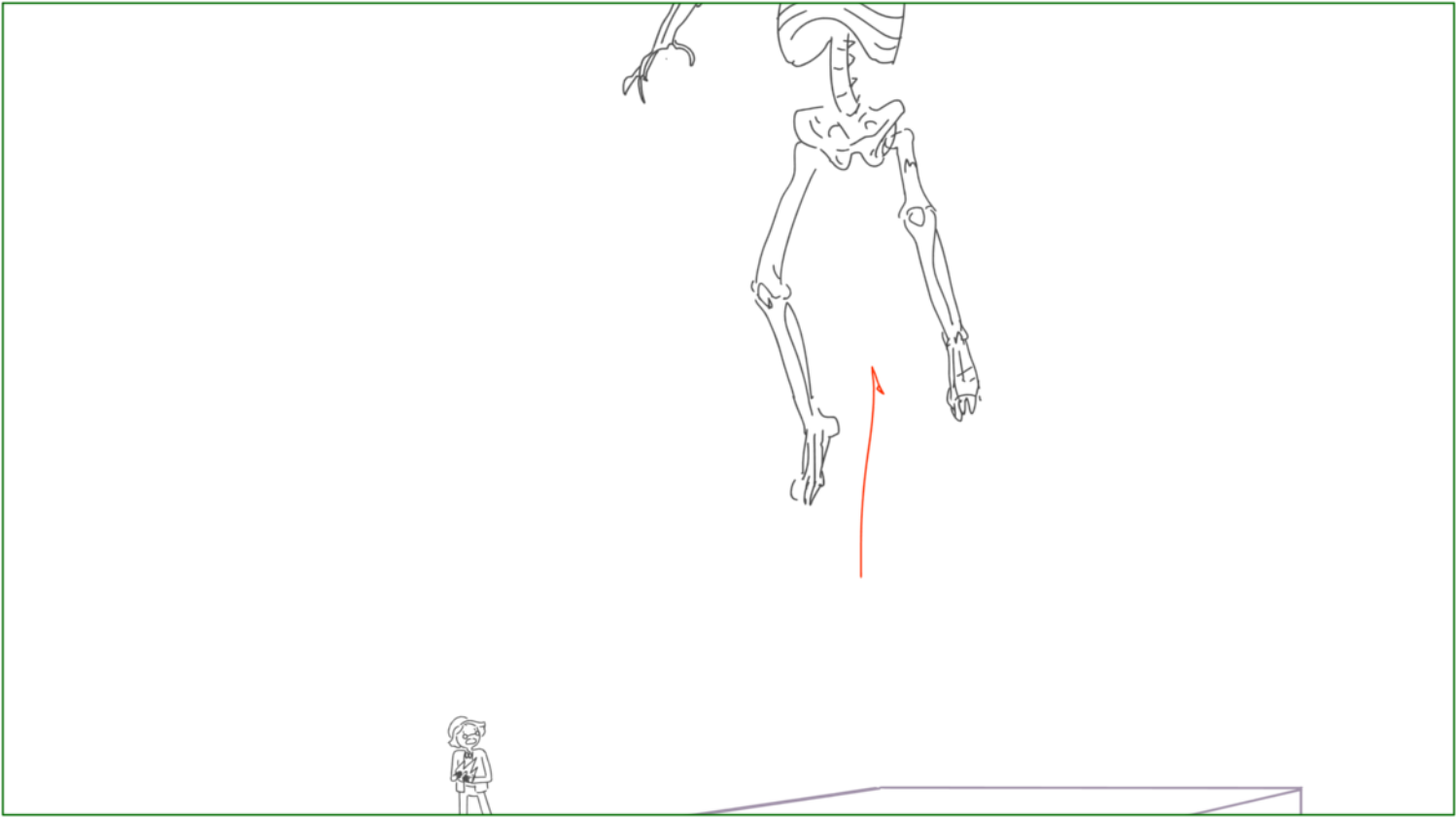
Dialog

Action Notes

**CAM STOP**

SIMON turns to look at LICH levitating

Scene	Feet : Frames	Panel / Total	Feet : Frames
66	00:05	5 / 5	00:01

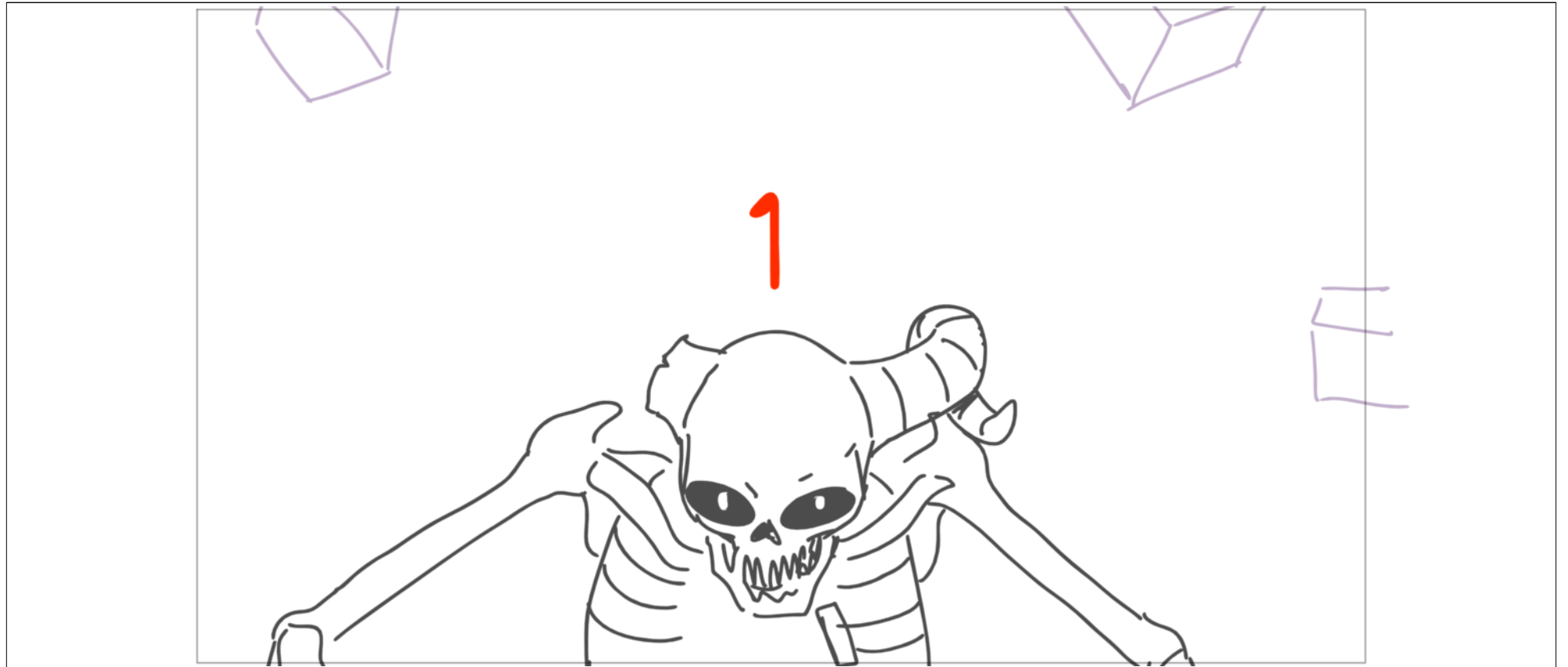


Dialog

Action Notes

the LICH rises through frame.

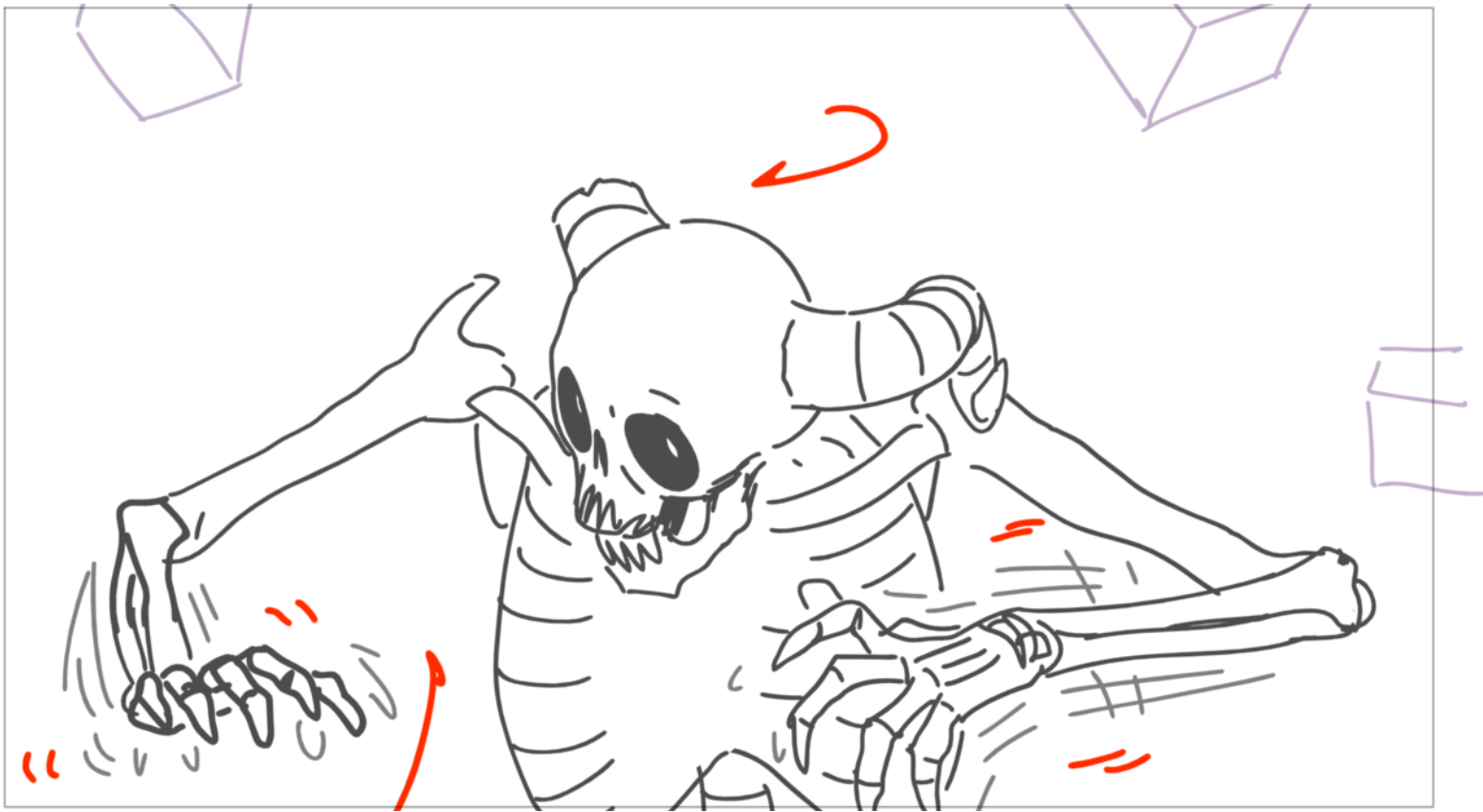
Scene	Feet : Frames	Panel / Total	Feet : Frames
67	00:03	1 / 3	00:01



Dialog

Action Notes  
H/U LICH levitating, rising through frame

Scene	Feet : Frames	Panel / Total	Feet : Frames
67	00:03	2 / 3	00:01



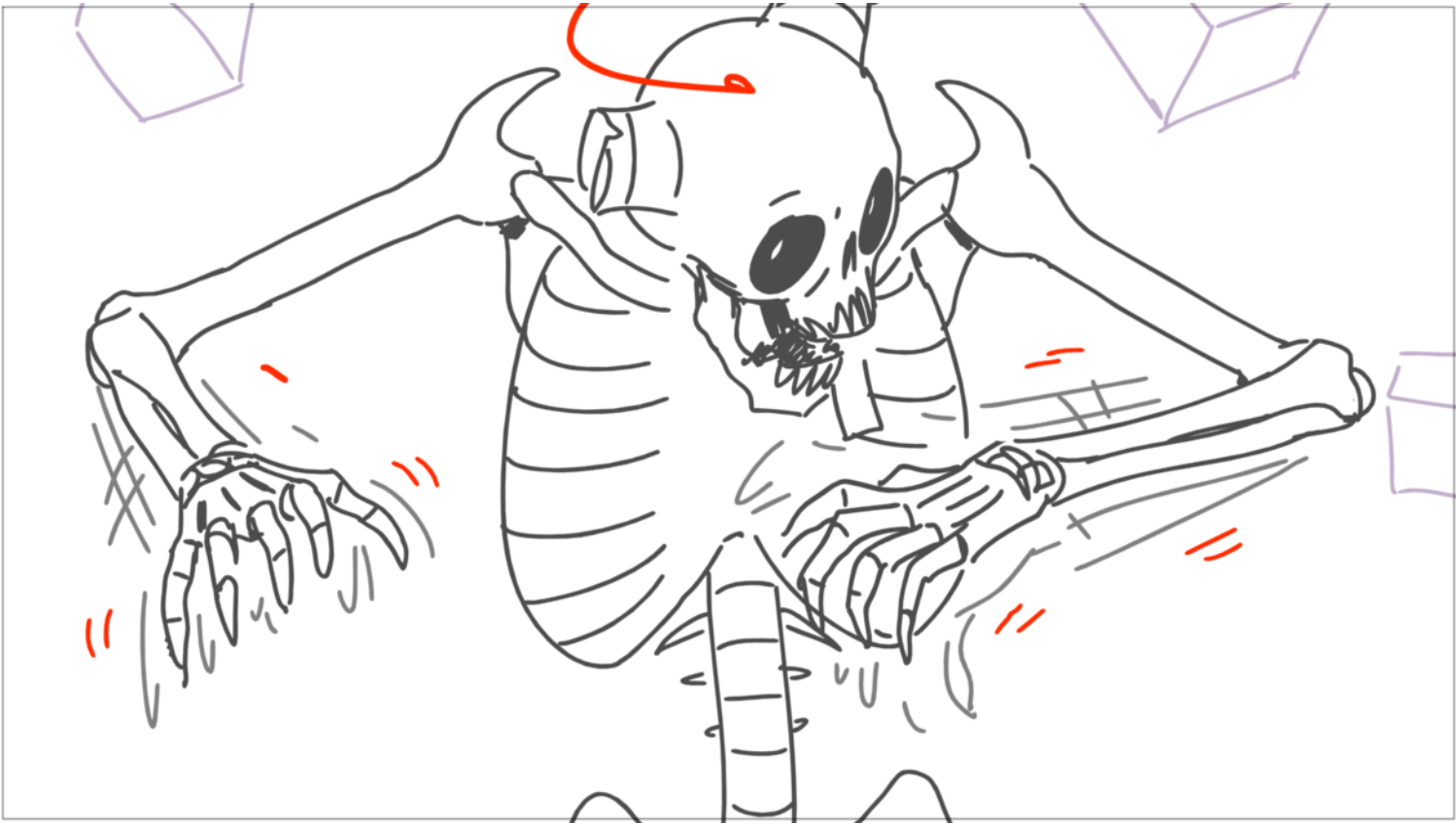
Dialog

L:  
What..?

Action Notes

LICH looks as his arms quaking.  
SFX: (sound of bones clattering vibrating against one another)

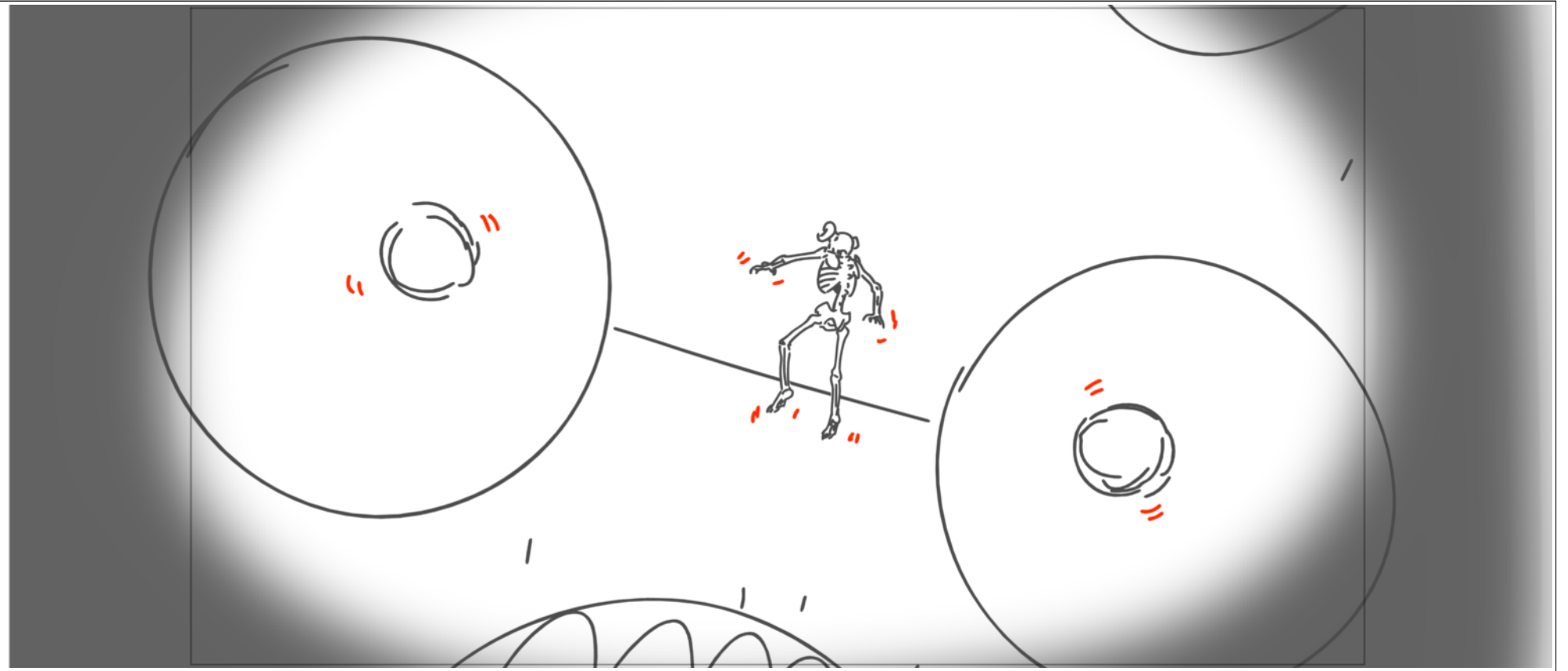
Scene	Feet : Frames	Panel / Total	Feet : Frames
67	00:03	3 / 3	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
68	00:02	1 / 2	00:01



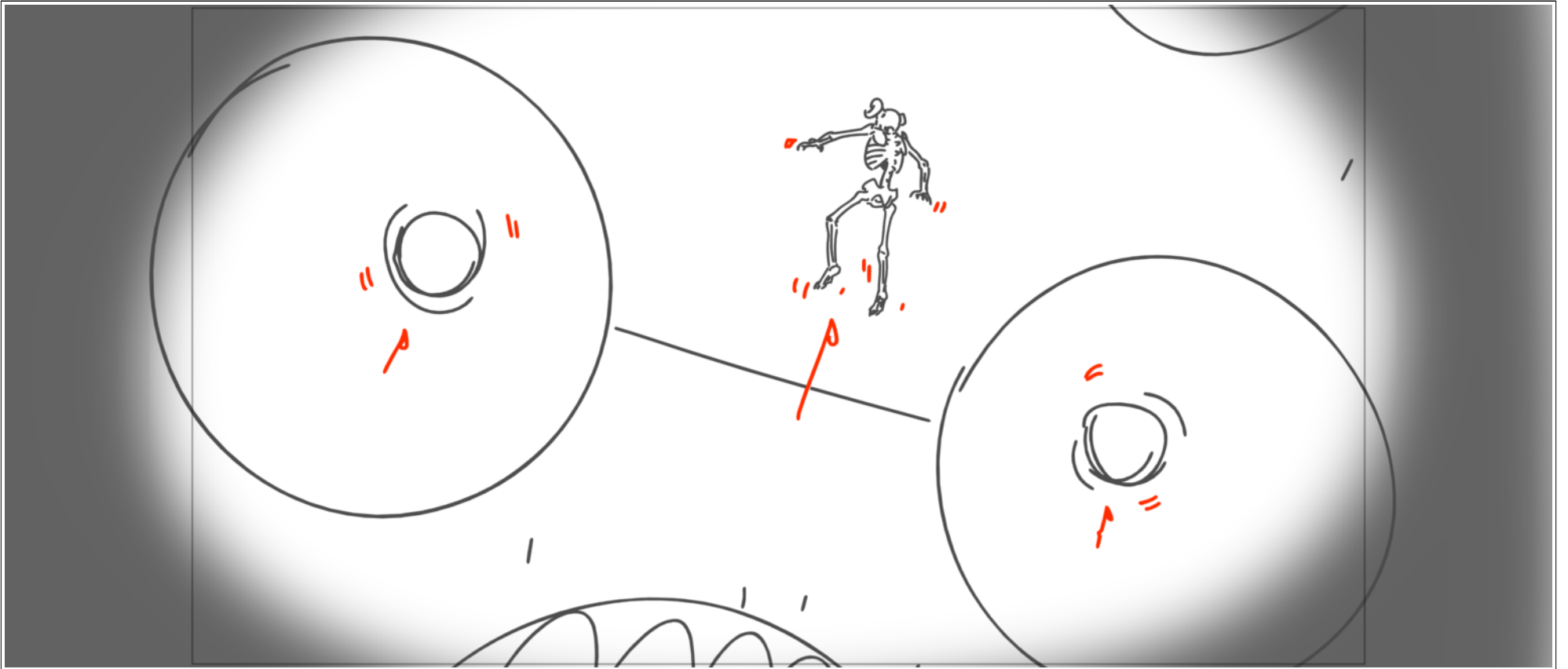
Dialog

Action Notes

the LICH is levitated upward  
 GOLB's quivering pupils follow the LICH  
 vignette effect shimmers



Scene	Feet : Frames	Panel / Total	Feet : Frames
68	00:02	2 / 2	00:01

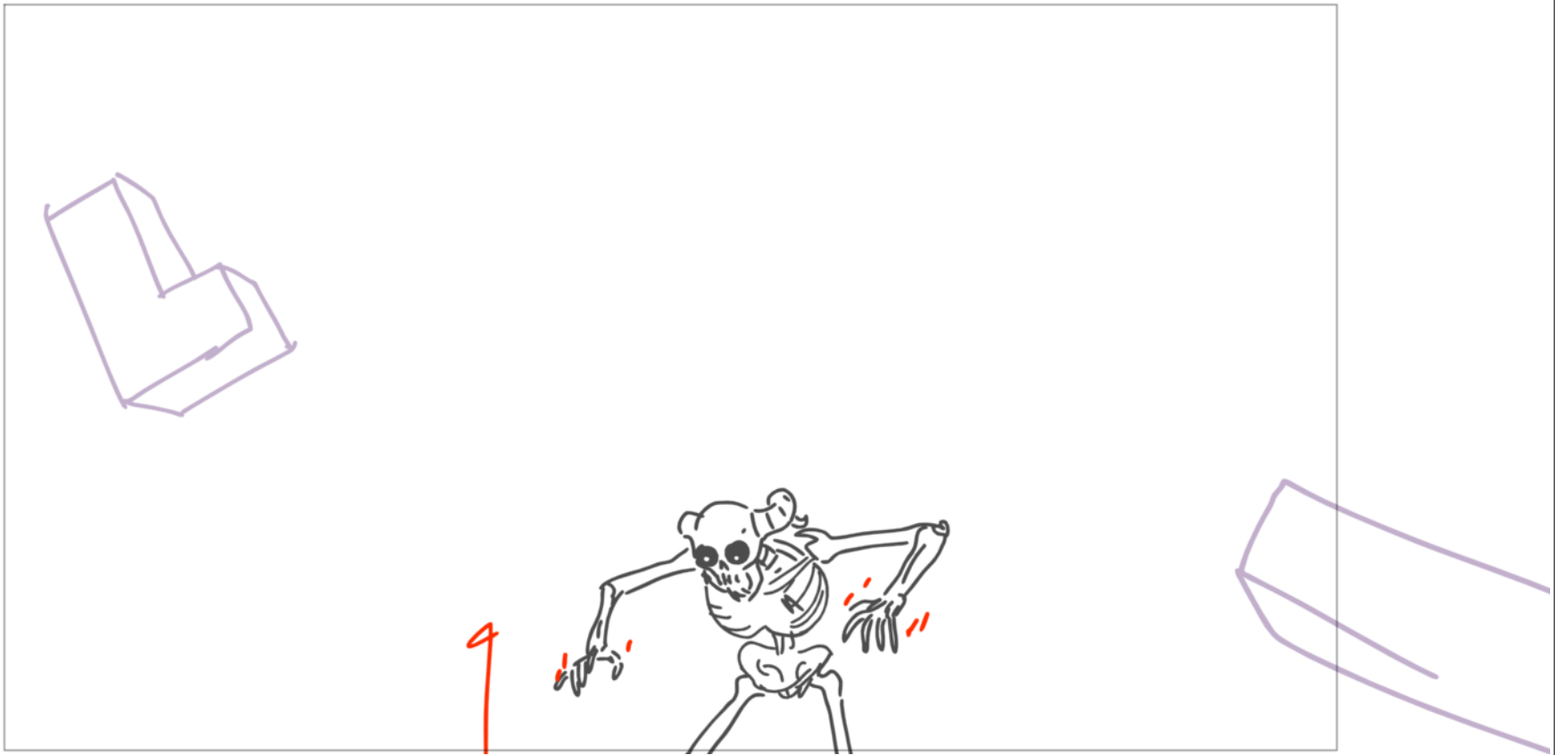


Dialog

Action Notes

cont.

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	1 / 18	00:01

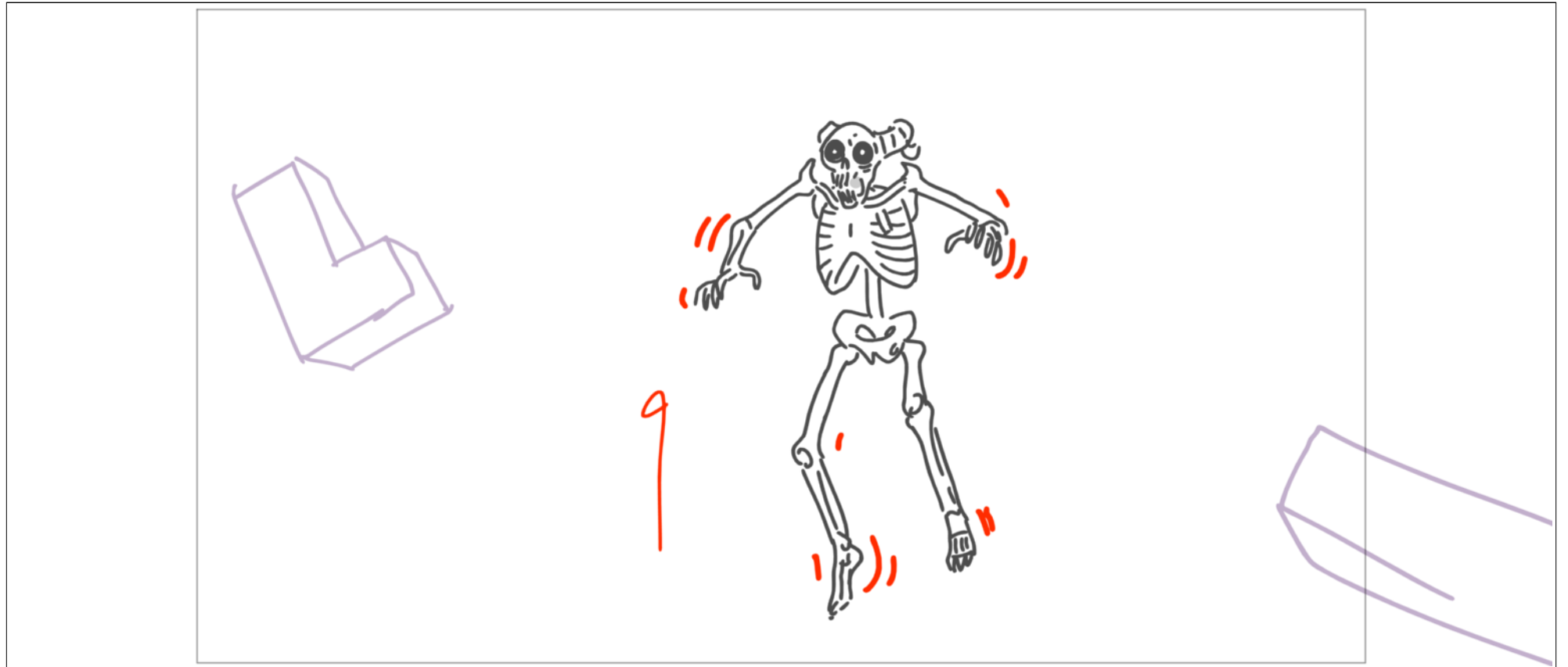


Dialog

Action Notes

H/U LICH rising looking scared/unsettled

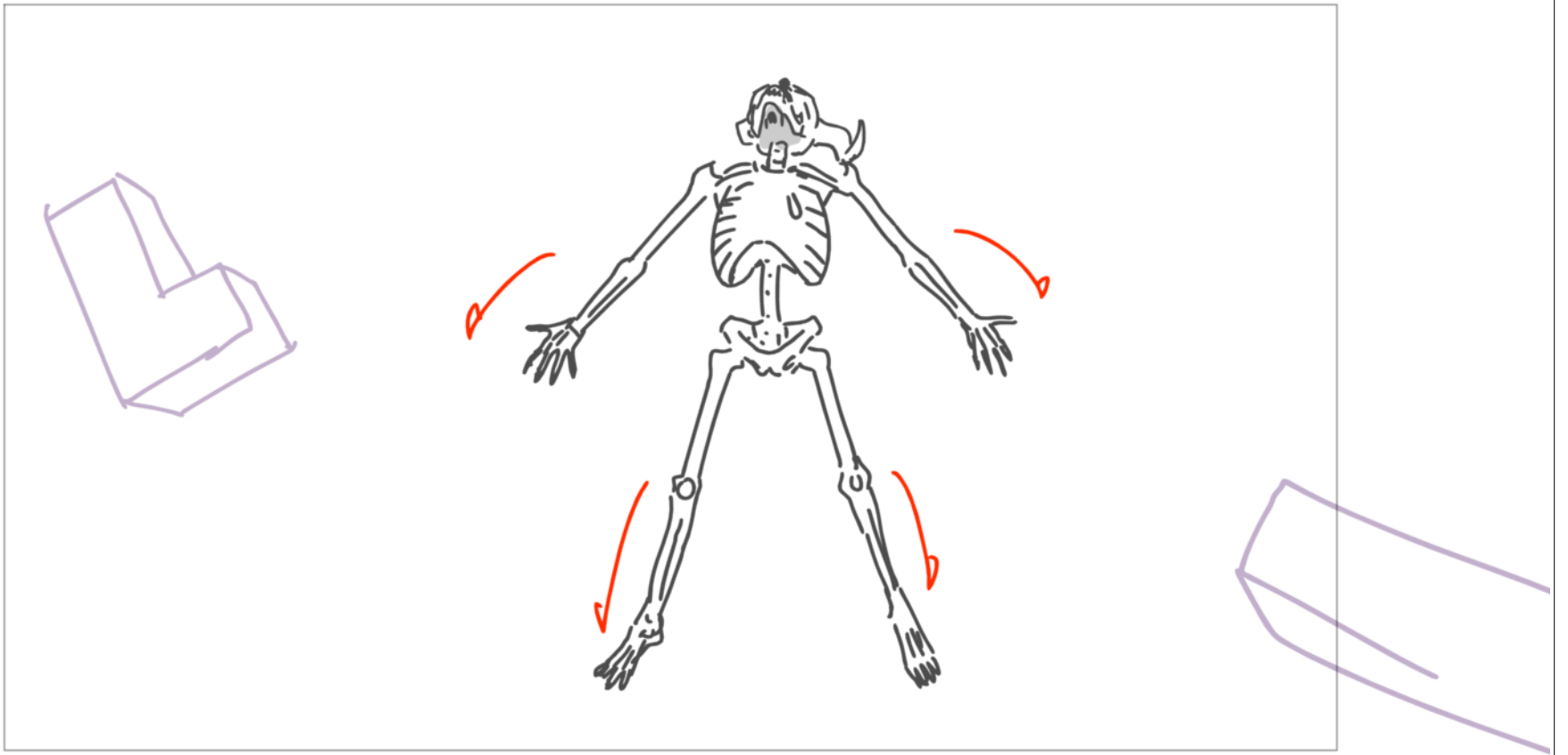
Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	2 / 18	00:01



Dialog

Action Notes  
he stops moving upward and looks up at Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	3 / 18	00:01



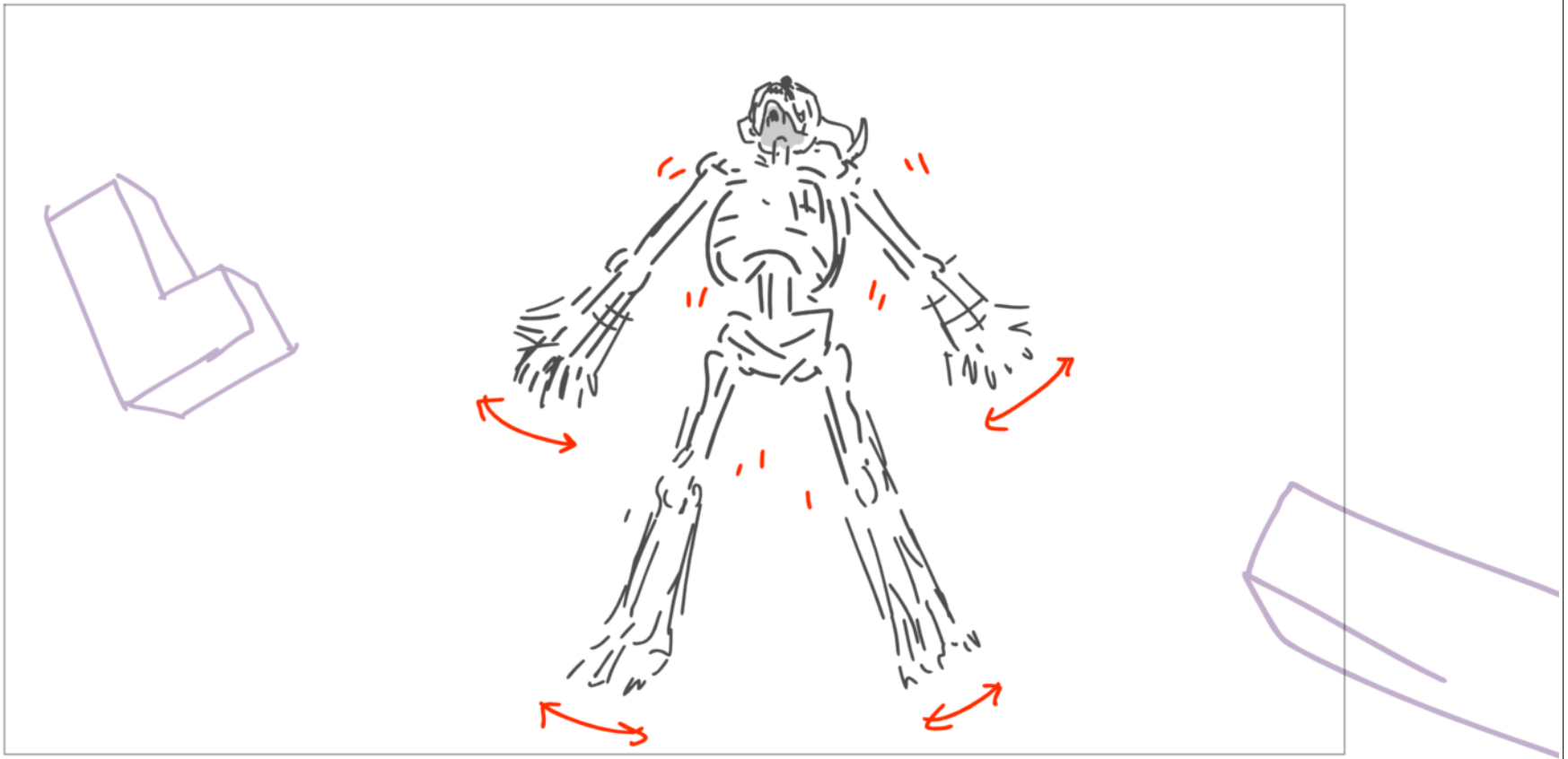
Dialog

LICH:  
Ugh!

Action Notes

his limbs are suddenly forced straight, his head thrown back

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	4 / 18	00:01

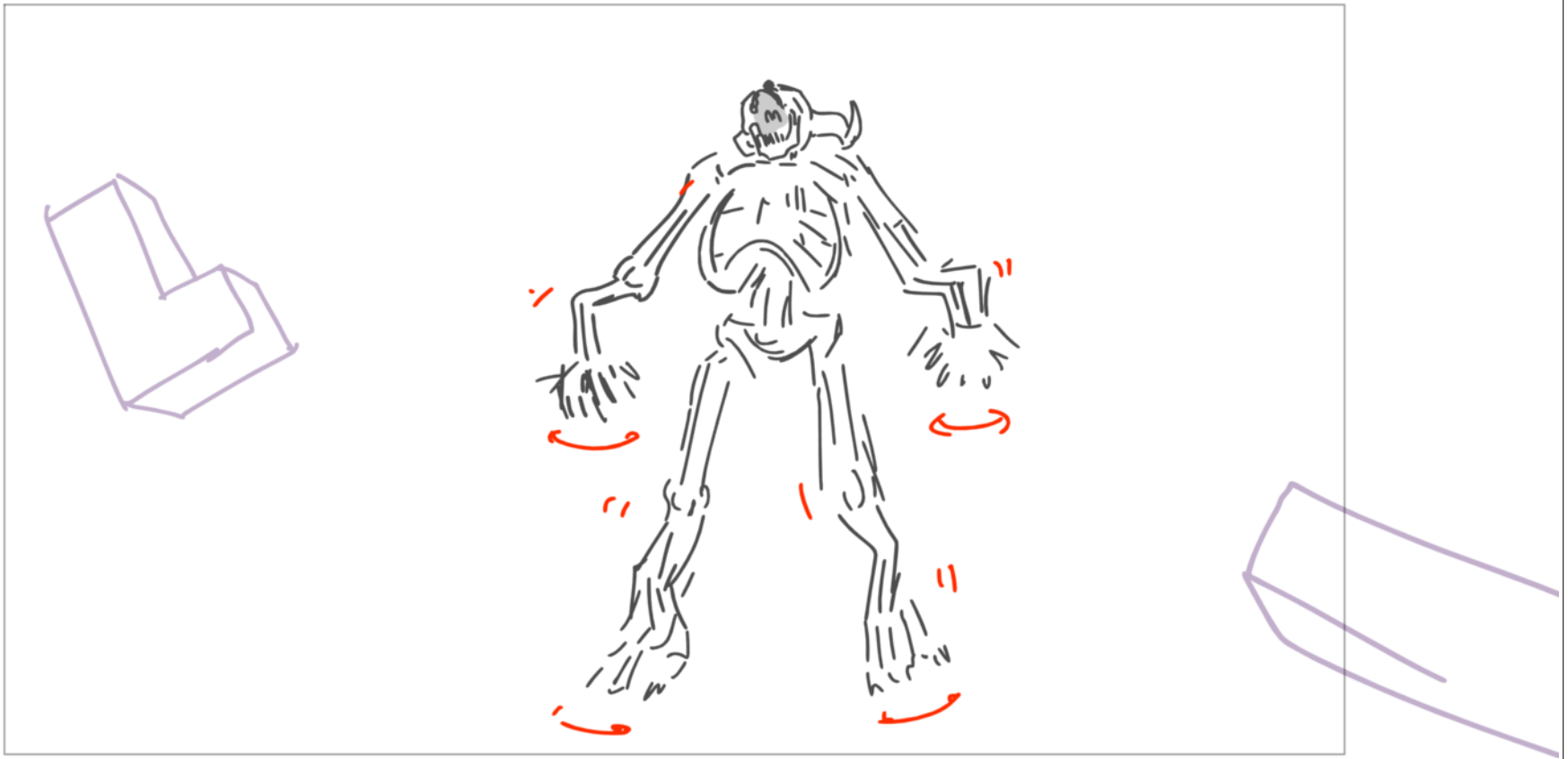


Dialog

Action Notes

All of his bones start vibrating  
SFX: (bones vibrating/clacking)

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	5 / 18	00:01



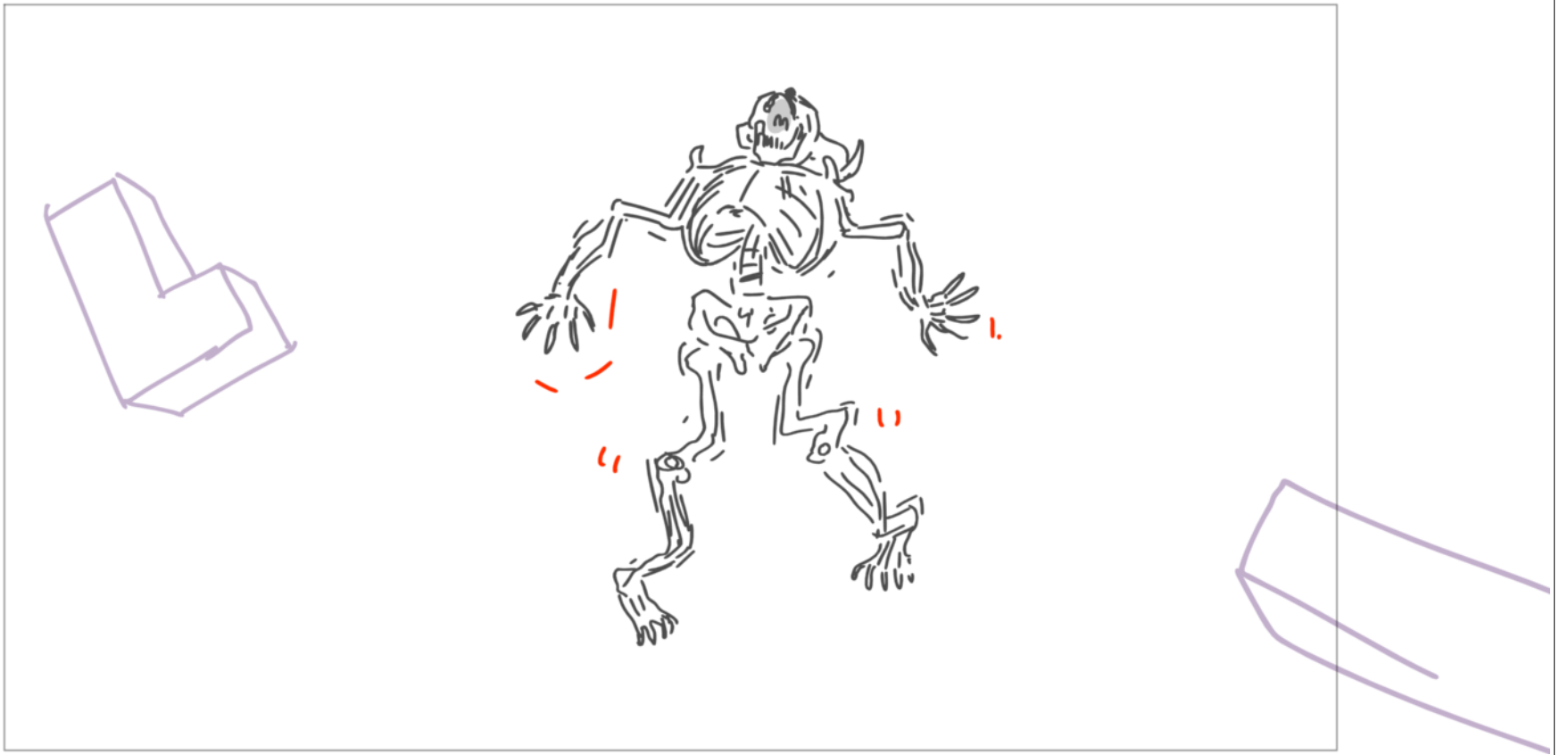
Dialog

LICH:  
(screams)

Action Notes

his limbs are distorted into zig zags that travel up his legs and arms

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	6 / 18	00:01



Dialog

LICH:  
(screams)

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	7 / 18	00:01



Dialog

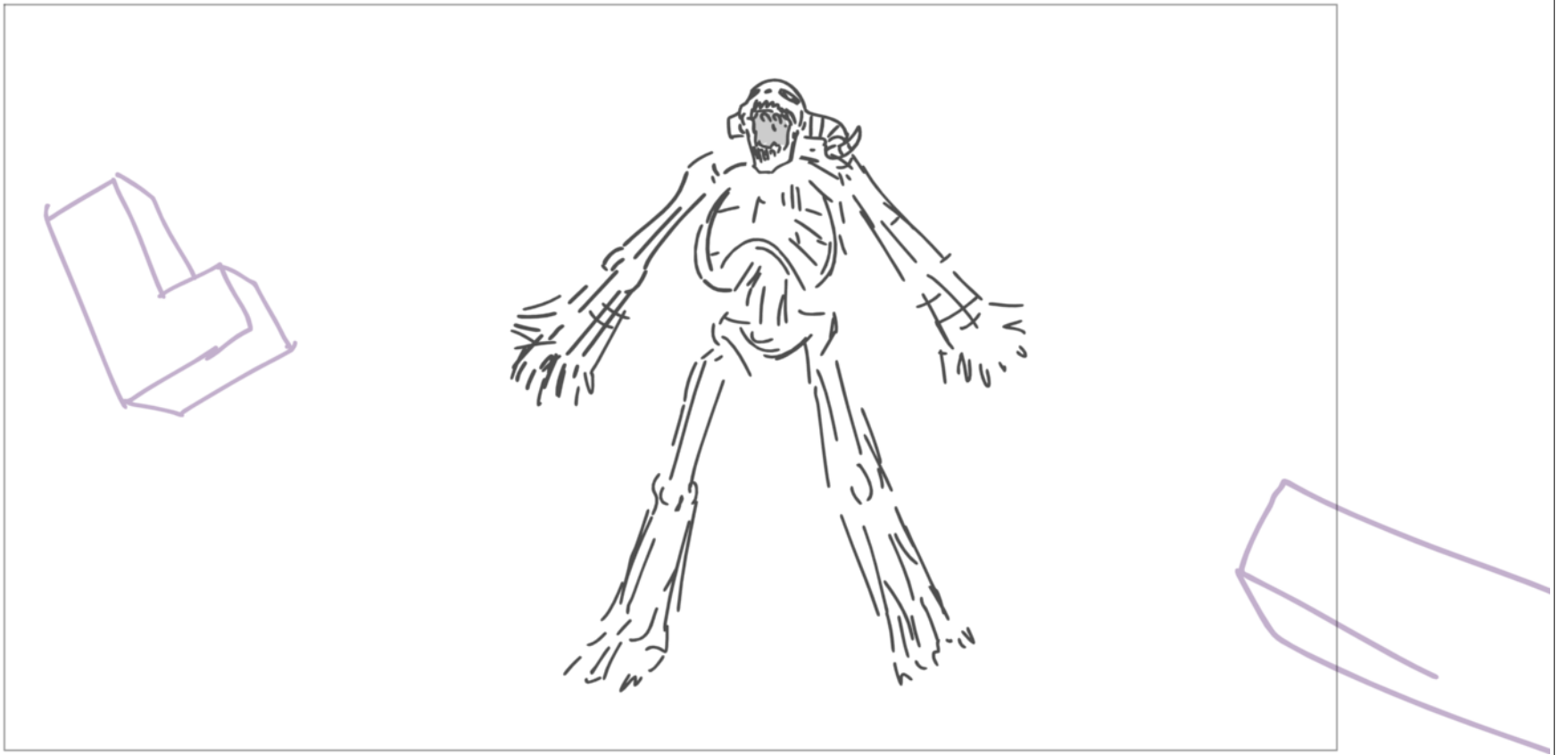
**LICH:**  
(screams)

Action Notes

cont



Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	8 / 18	00:01



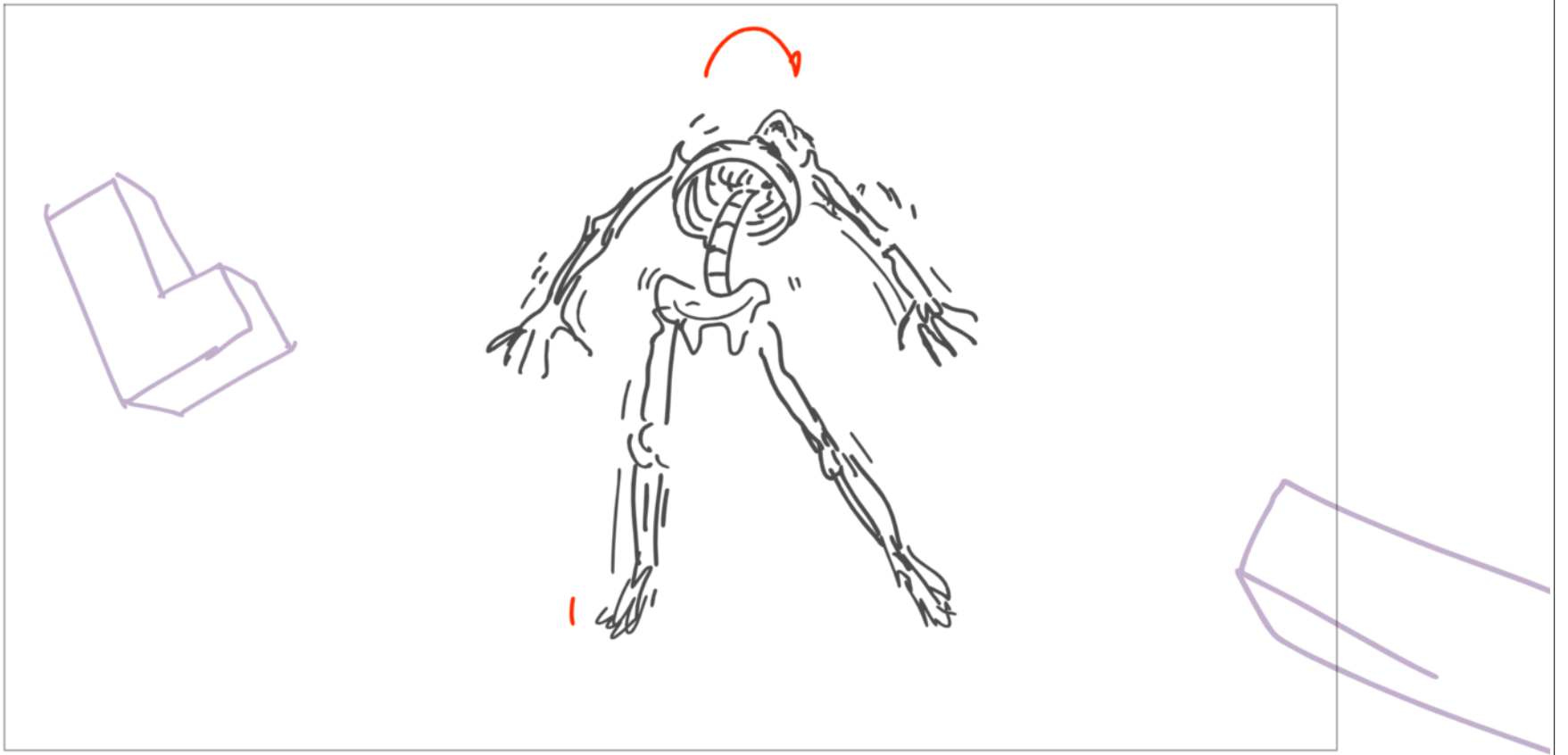
Dialog

LICH:  
(screams)

Action Notes

his limbs snap straight again, vibrating

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	9 / 18	00:01



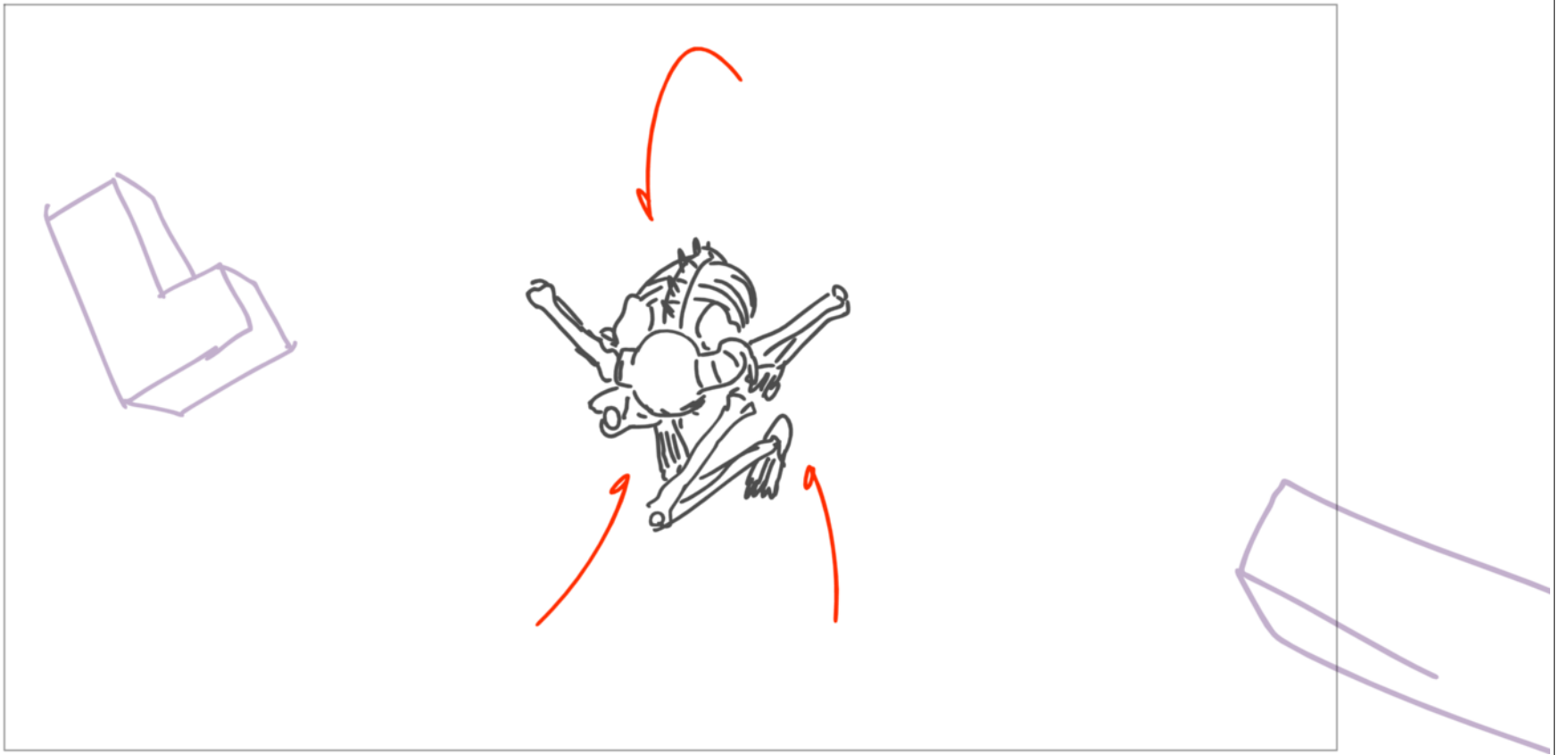
Dialog

LICH:  
(screams)

Action Notes

his back convulses bending him backward

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	10 / 18	00:01



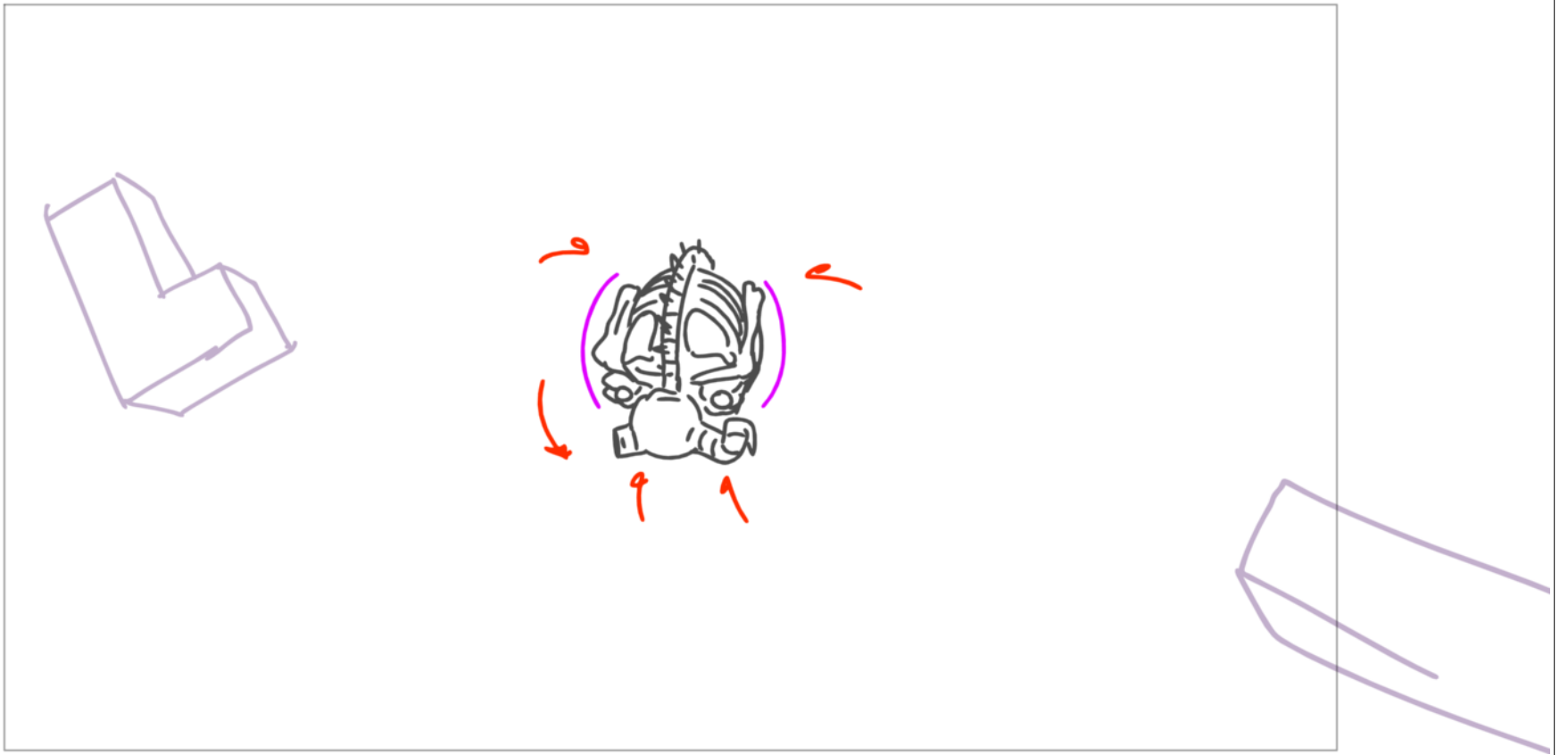
Dialog

LICH:  
UGH!!!

Action Notes

he spasms forward

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	11 / 18	00:01



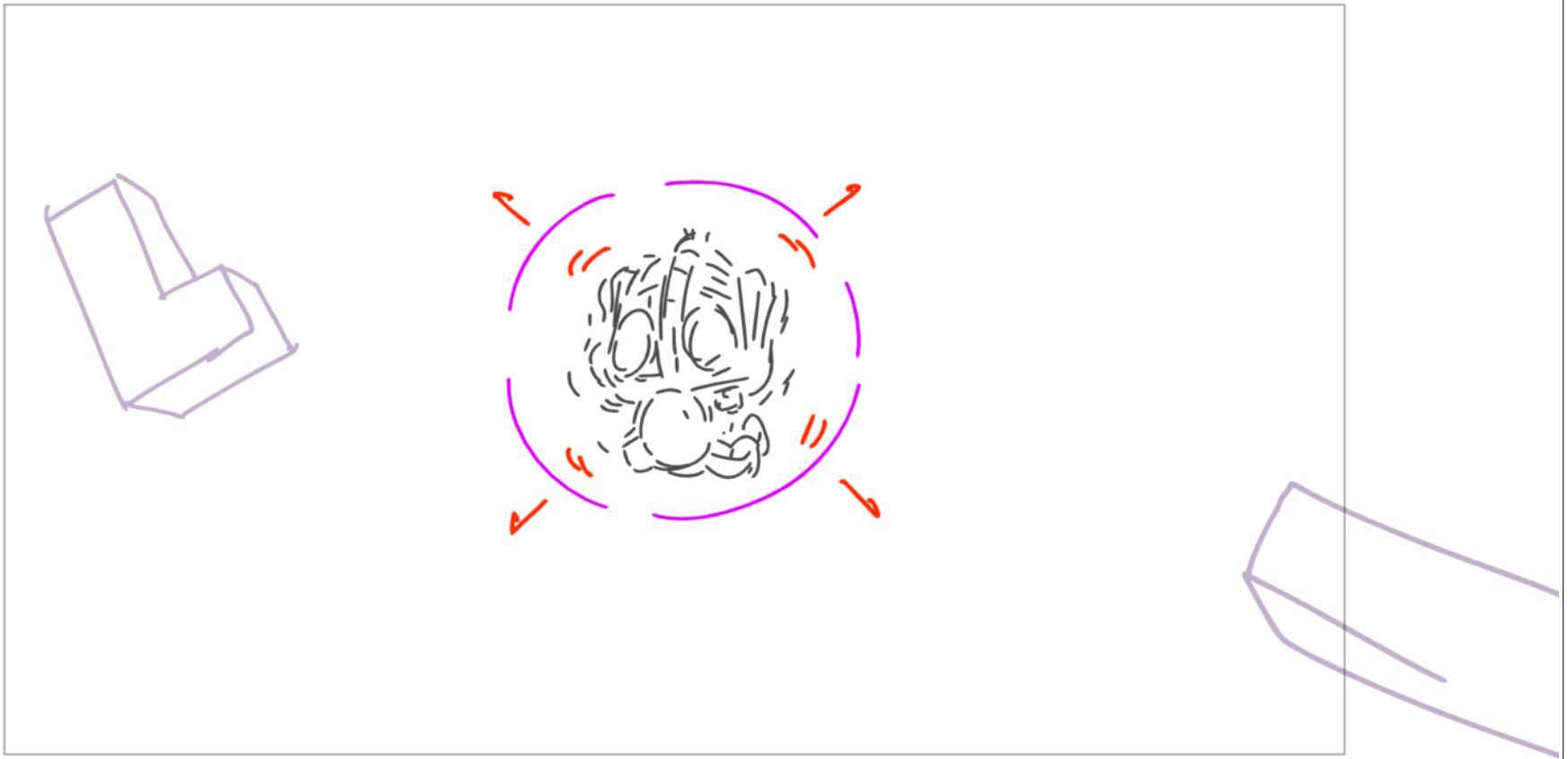
Dialog

**LICH:**  
(pained, gritted teeth)

Action Notes

LICH curls into a ball

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	12 / 18	00:01



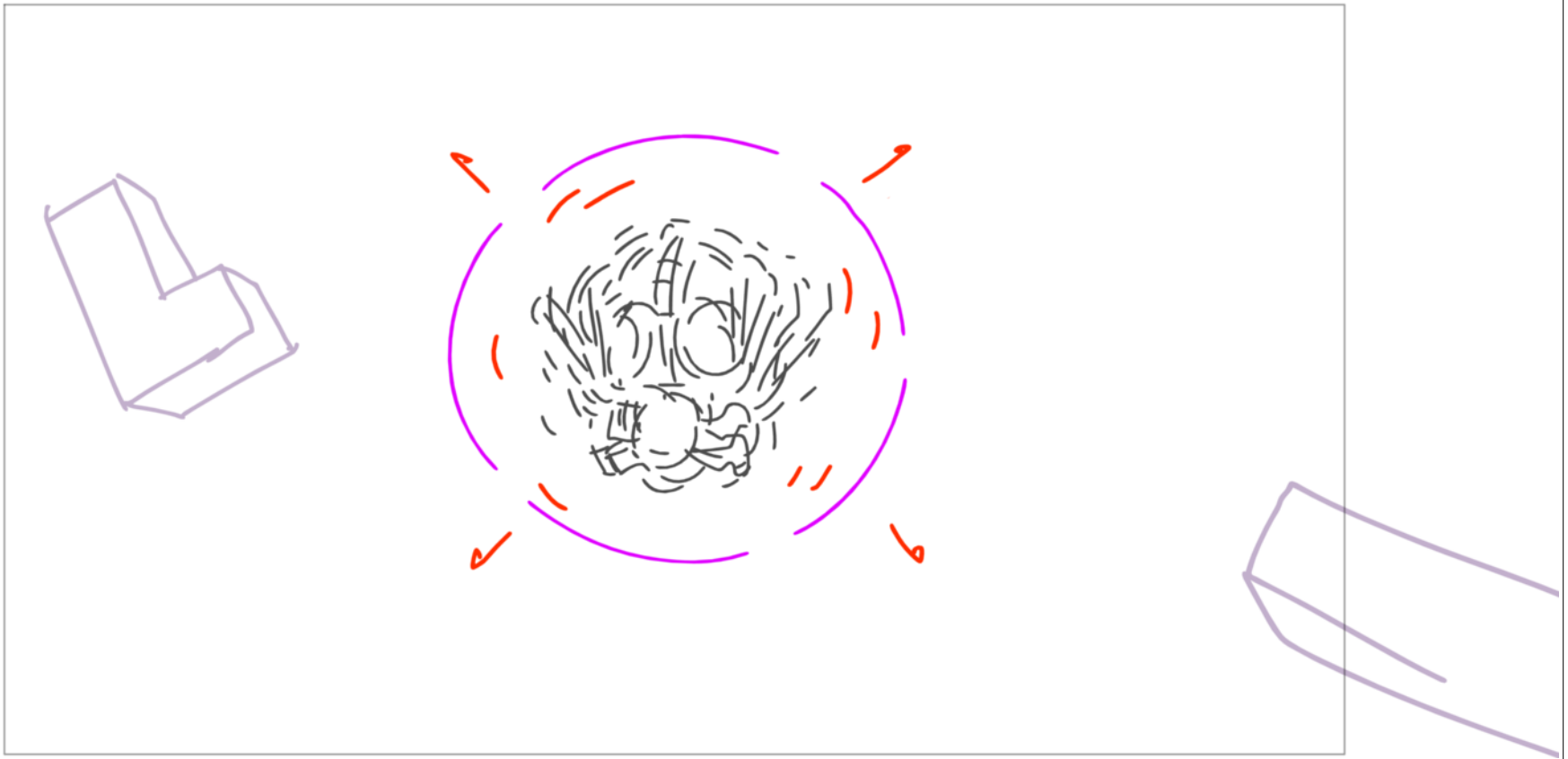
Dialog

**LICH:**  
(pained, gritted teeth)

Action Notes

he starts to vibrate again and a Golb ENERGY FIELD expands around him.  
SFX: bones vibrating

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	13 / 18	00:01



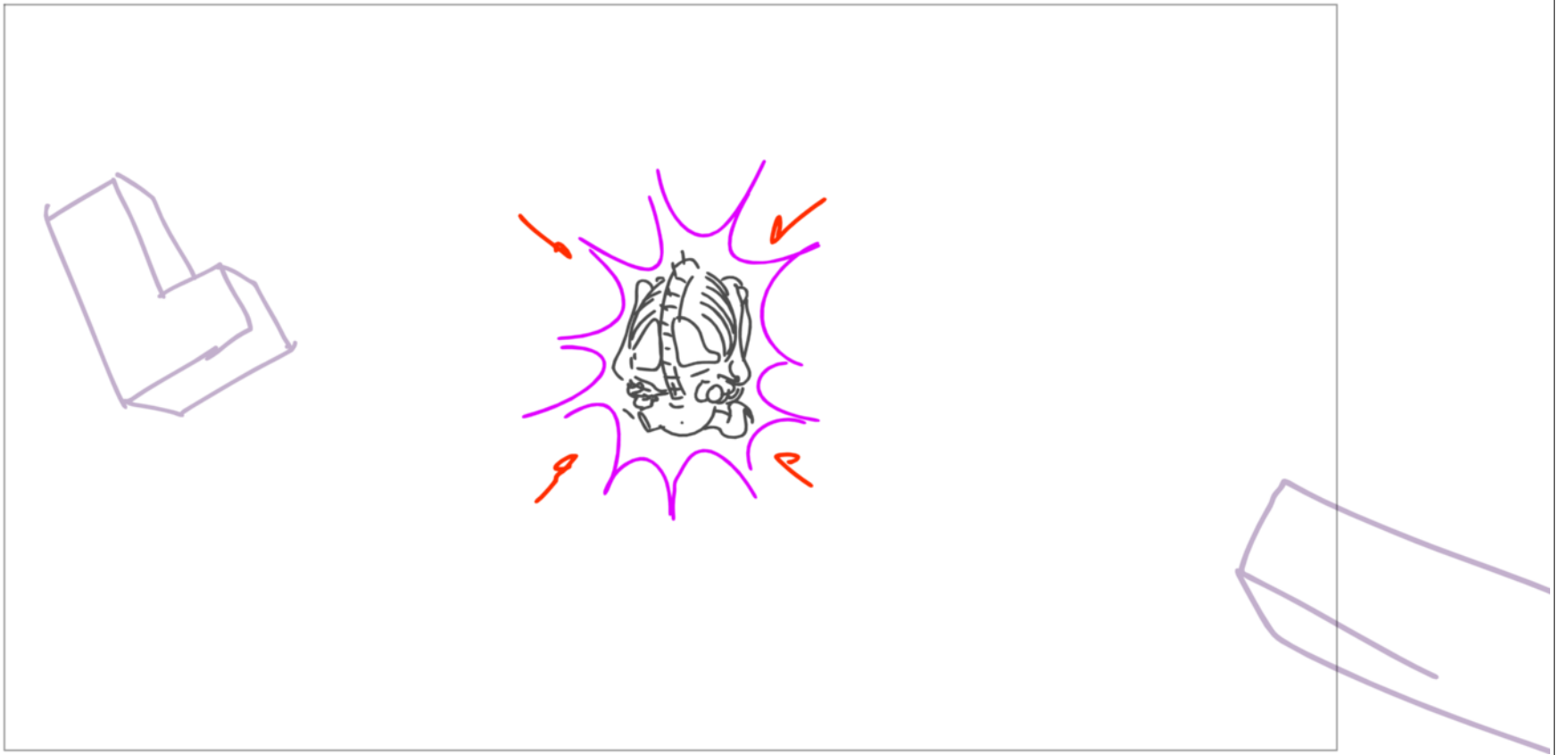
Dialog

**LICH:**  
(agonized scream)

Action Notes

His bones vibrate more violently.  
SFX: bones vibrating becomes louder

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	14 / 18	00:01



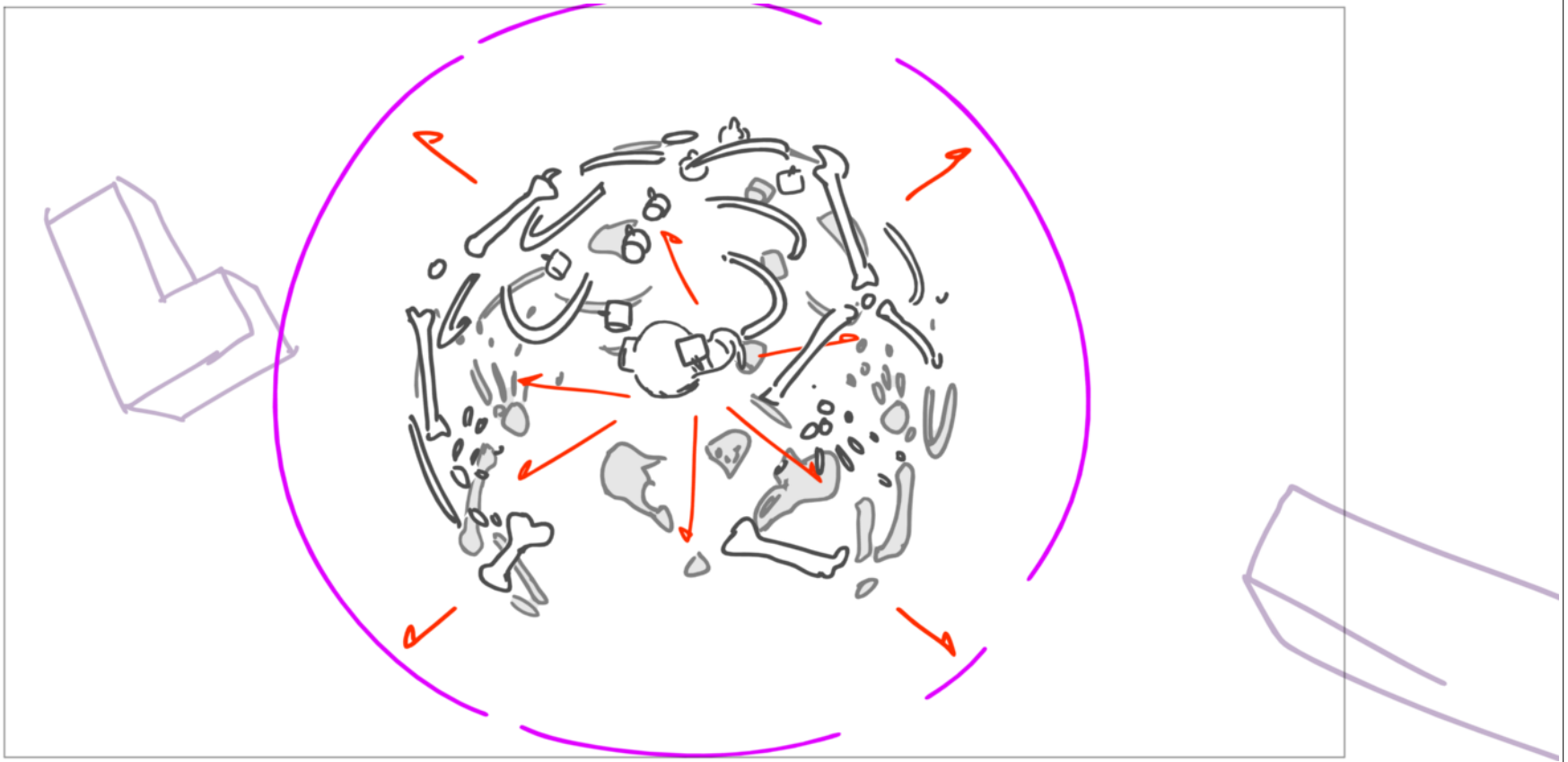
Dialog

LICH:  
...

Action Notes

the vibrating suddenly stops and the energy field snaps back to LICH...

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	15 / 18	00:01



Dialog

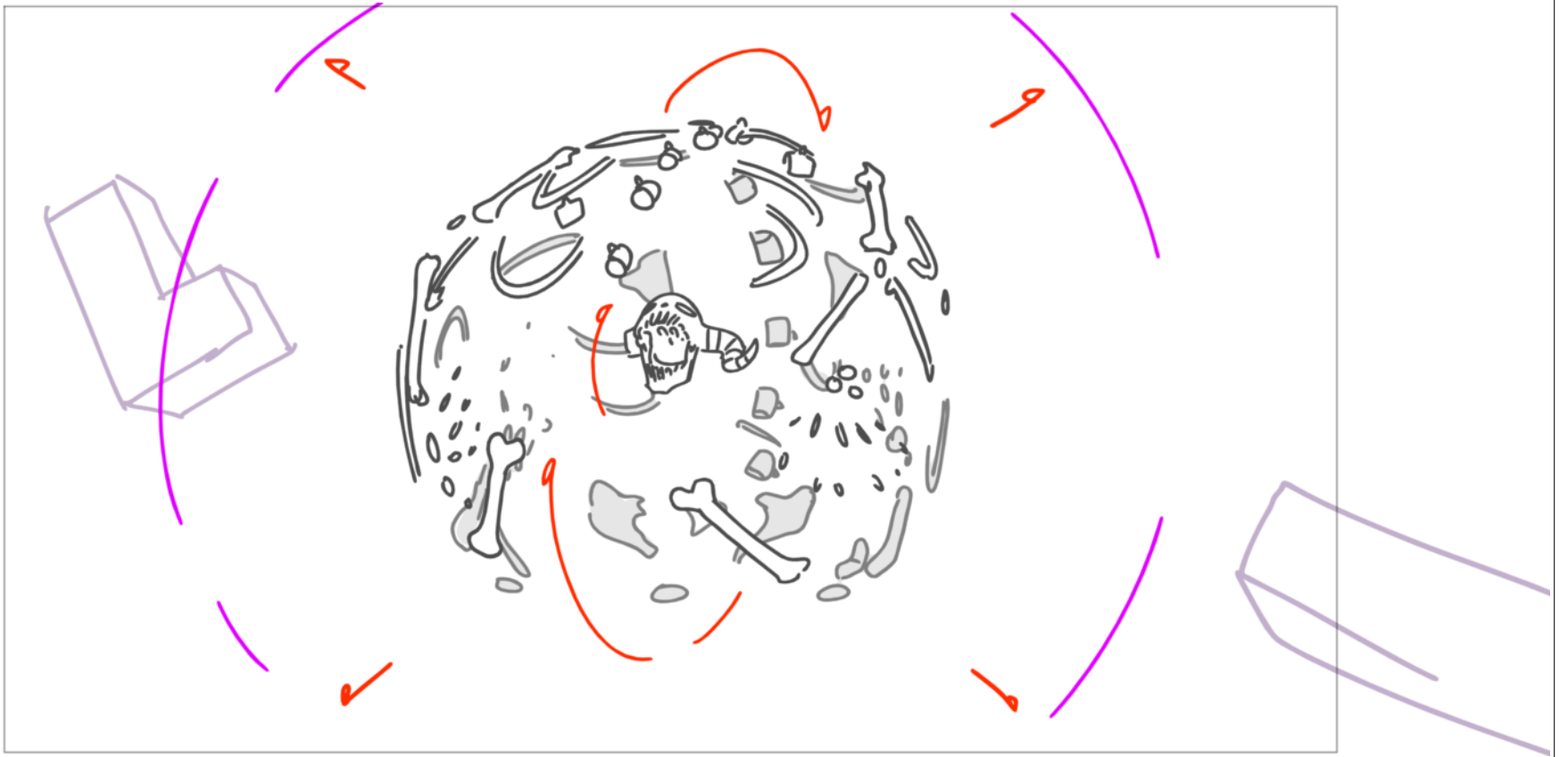
**LICH:**  
(screams)

Action Notes

before exploding back out, as LICH's BONES are suddenly blown outward into a sphere



Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	16 / 18	00:01



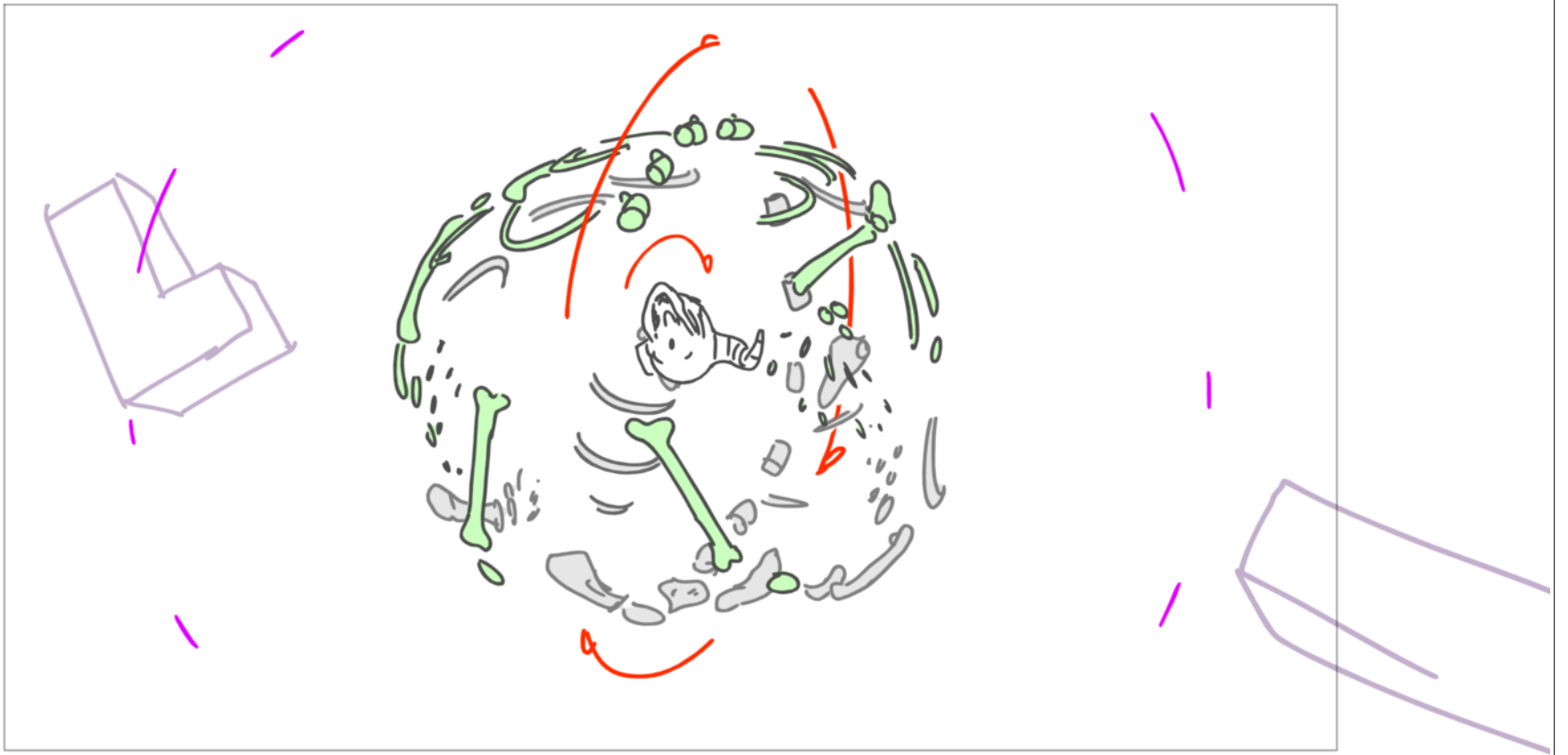
Dialog

LICH:  
(screams)

Action Notes

his skull rotates backwards in mid air, the sphere of his bones also rotates back, but at a slower pace.  
The energy field dissipates

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	17 / 18	00:01



Dialog

**LICH:**  
(screams)

Action Notes

BONES change color from white.  
Energy field dissipates OUT

Scene	Feet : Frames	Panel / Total	Feet : Frames
69	00:18	18 / 18	00:01



Dialog

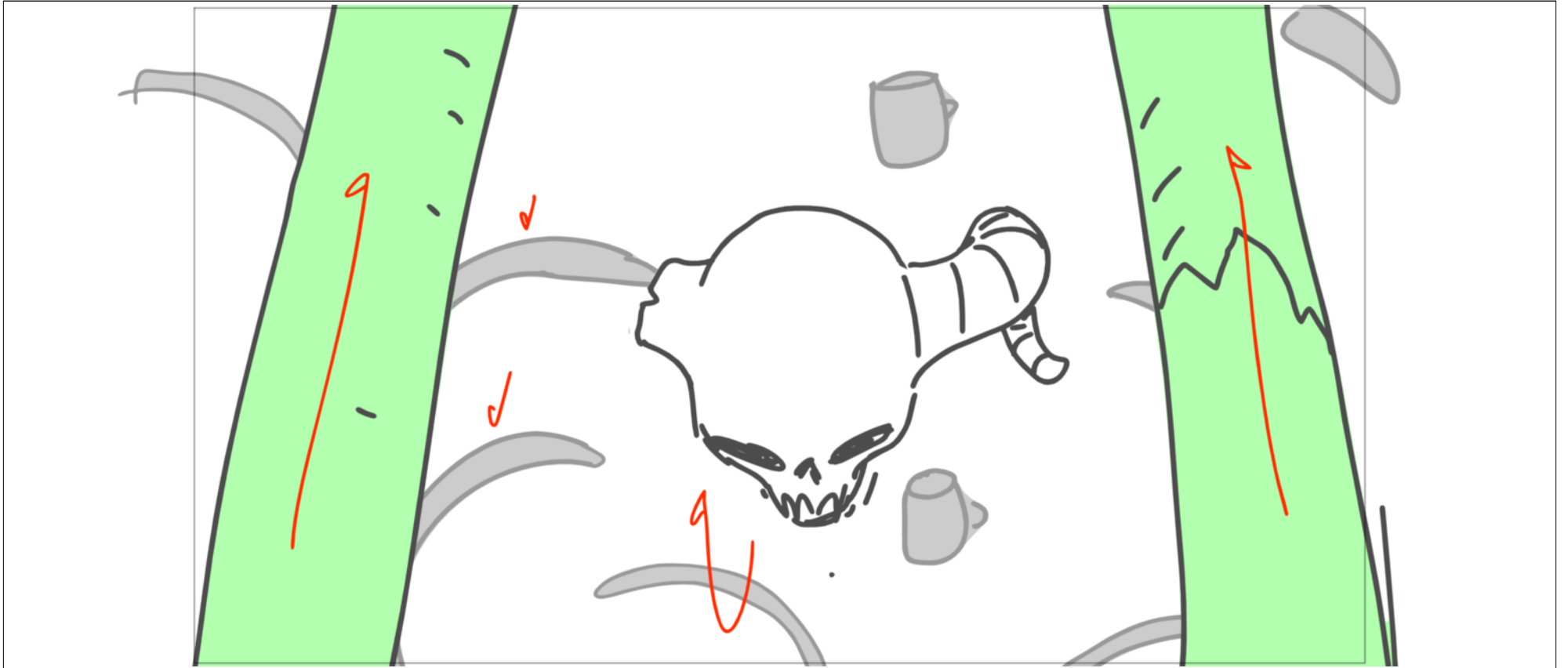
LICH:  
(screams)

Action Notes

BONES change color from white cont



Scene	Feet : Frames	Panel / Total	Feet : Frames
70	00:08	2 / 8	00:01

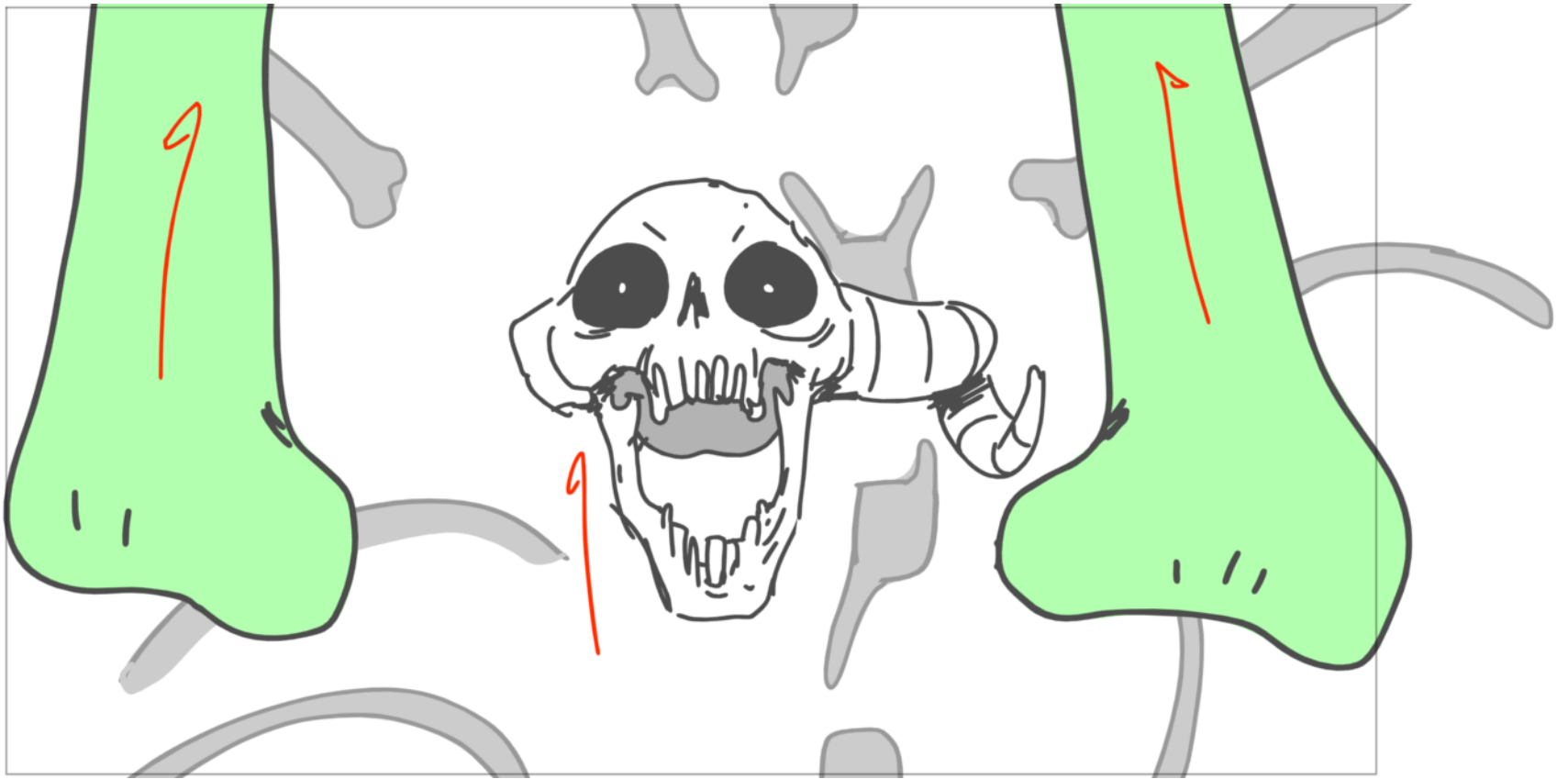


Dialog

LICH:  
(screams)

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
70	00:08	3 / 8	00:01

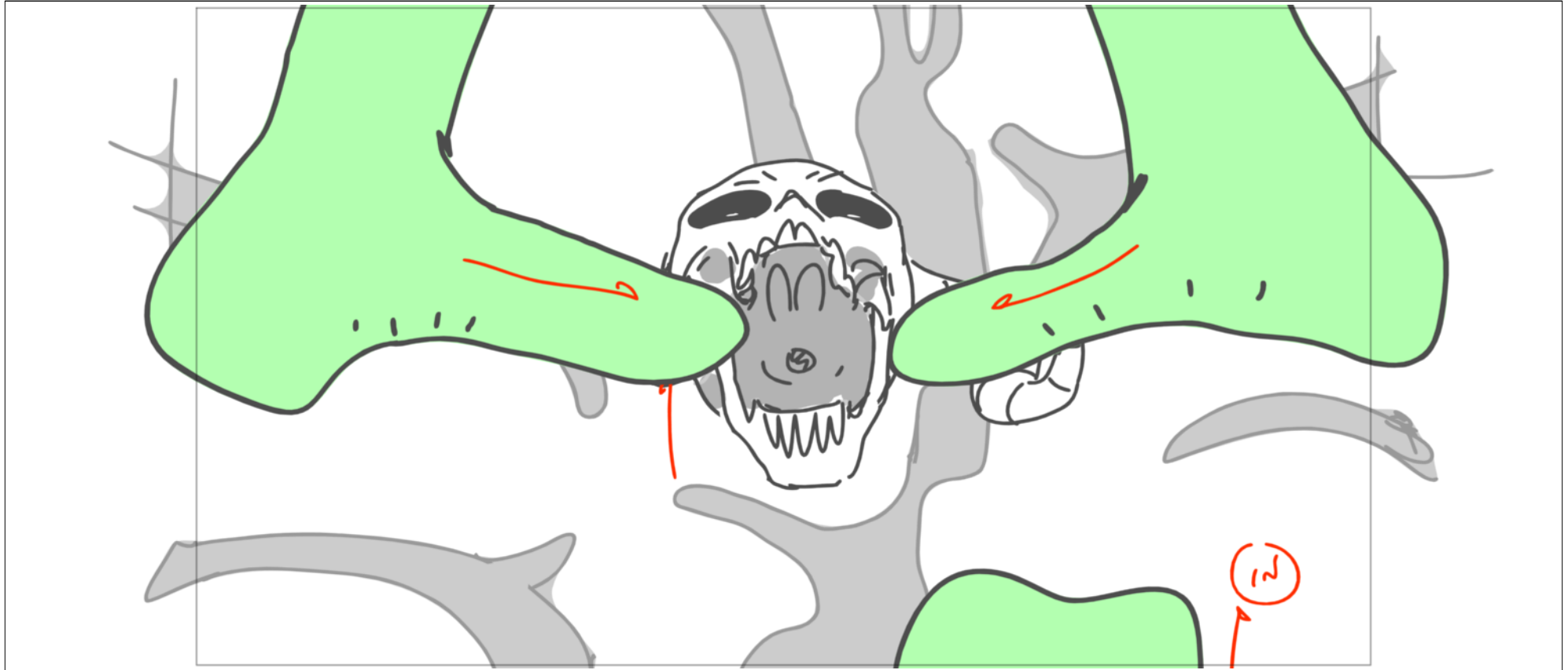


Dialog

LICH:  
(screams)

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
70	00:08	4 / 8	00:01



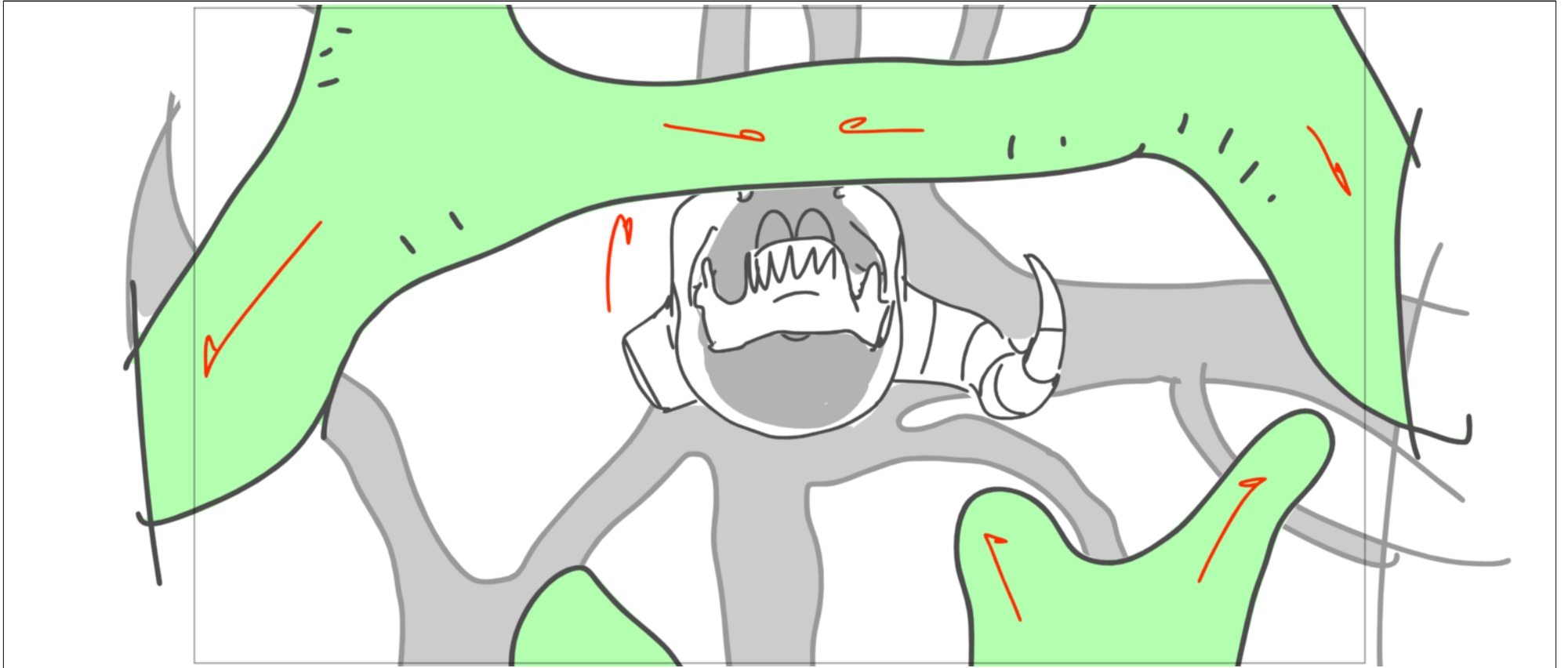
Dialog

LICH:  
(screams)

Action Notes

the Bones start to extend and expand, reaching toward one another

Scene	Feet : Frames	Panel / Total	Feet : Frames
70	00:08	5 / 8	00:01



Dialog

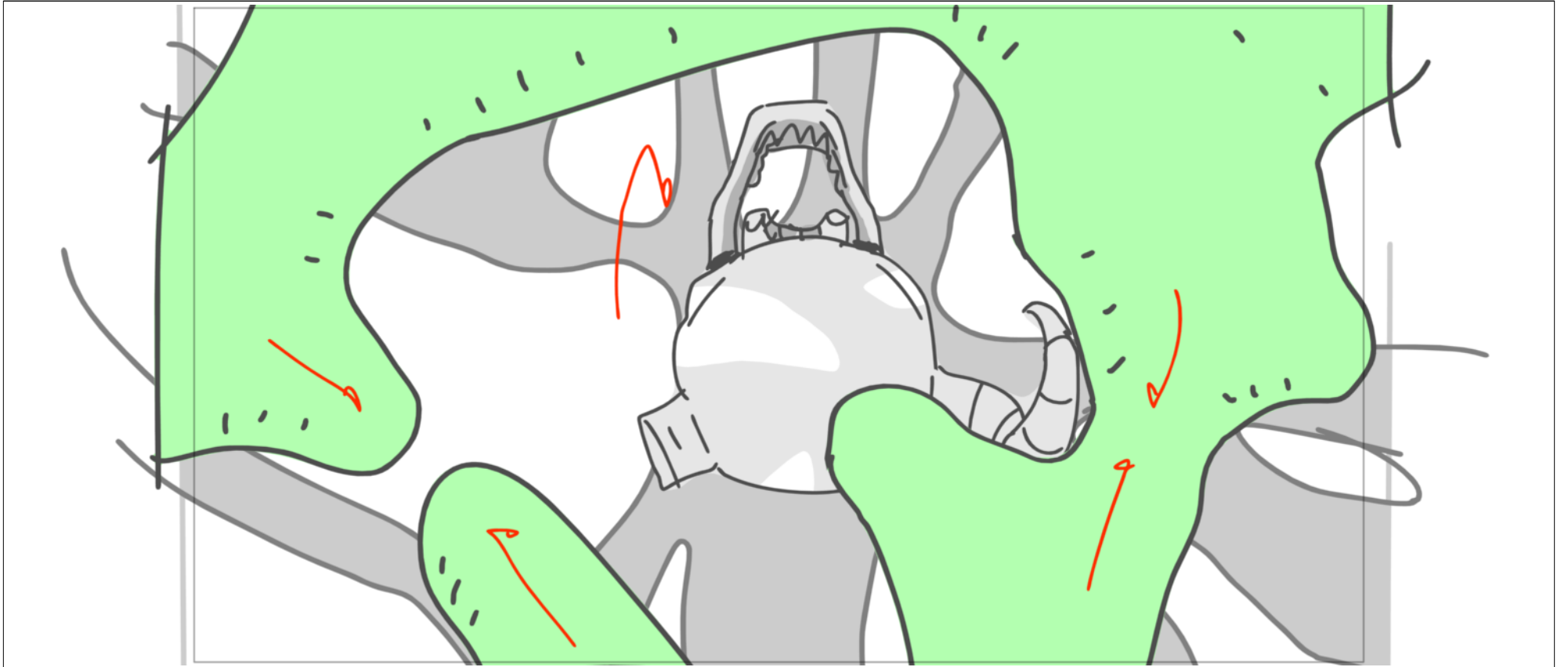
LICH:  
(screams (more agonized))

Action Notes

The bones join



Scene	Feet : Frames	Panel / Total	Feet : Frames
70	00:08	6 / 8	00:01



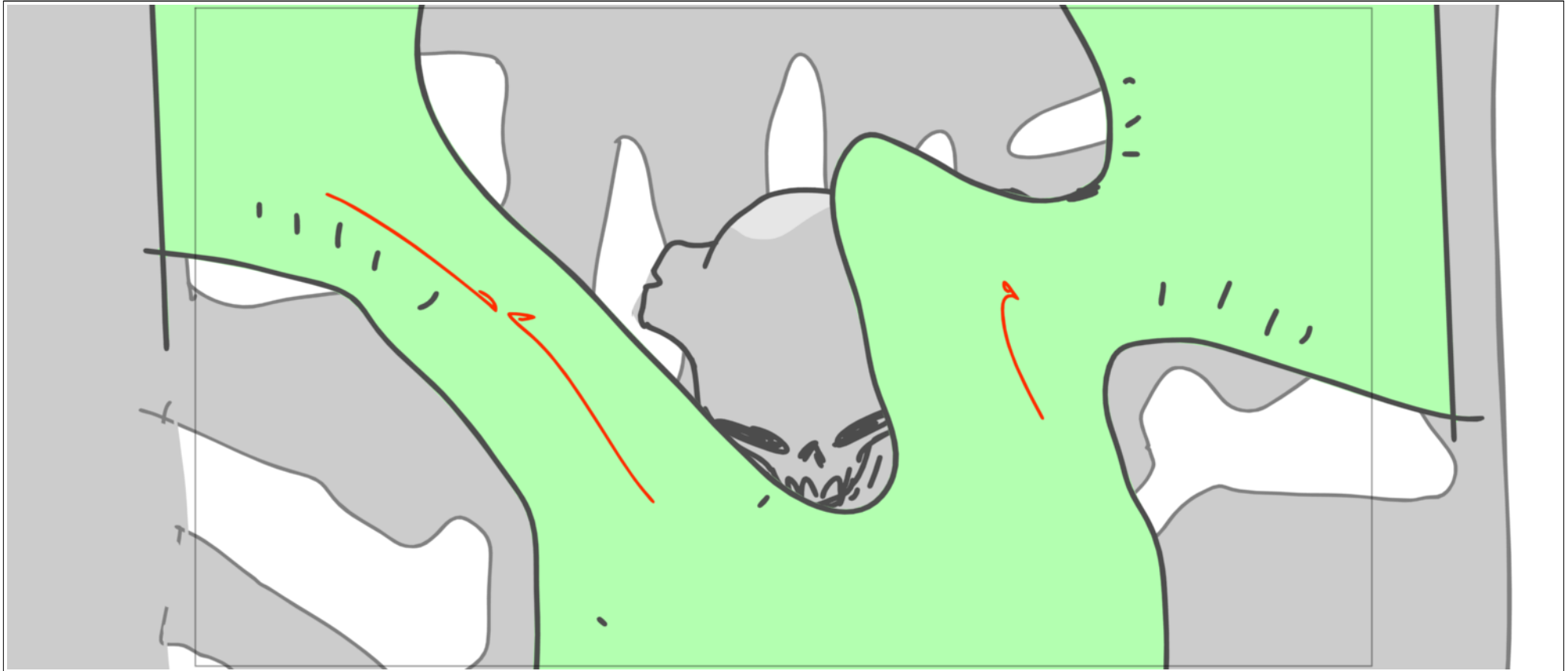
Dialog

**LICH:**  
(screams (more agonized))

Action Notes

The bones join cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
70	00:08	7 / 8	00:01



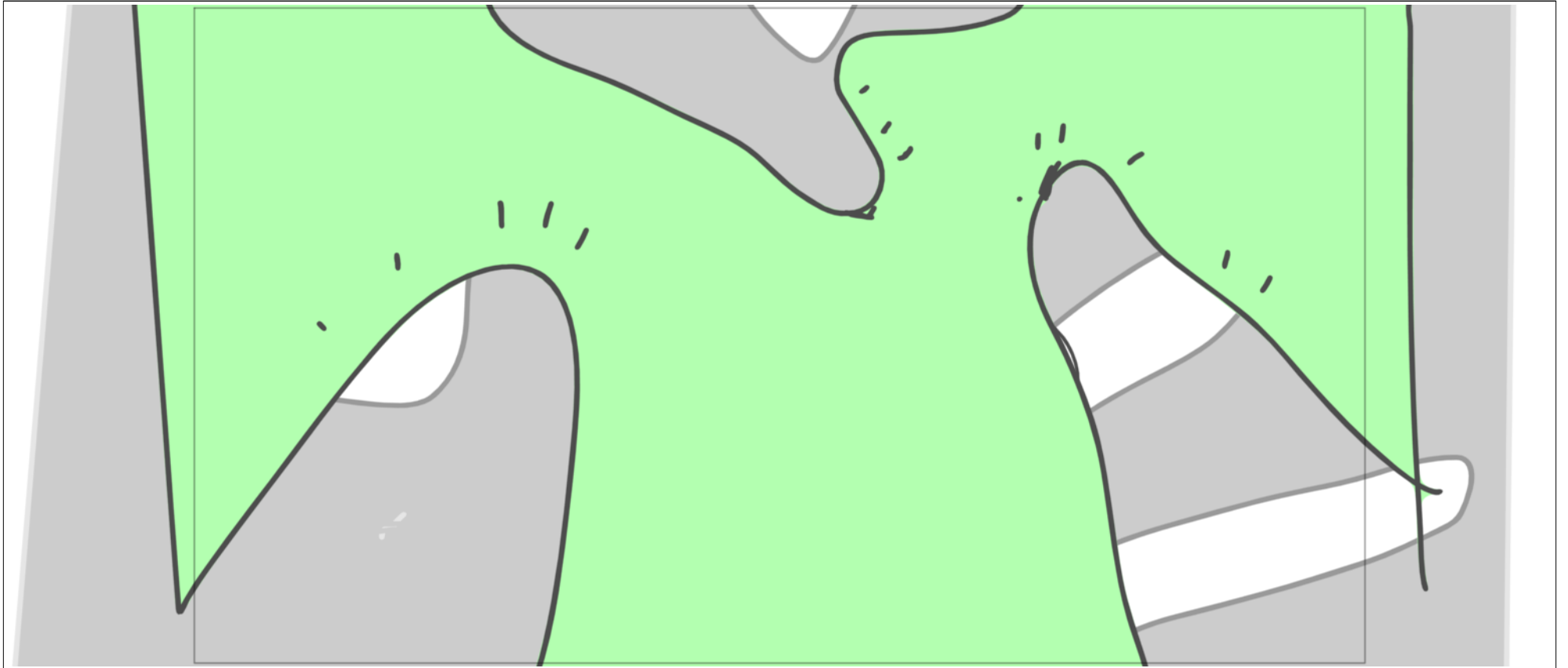
Dialog

**LICH:**  
(screams (more agonized))

Action Notes

the bone shape expands and closes around LICH's skull, darkening it

Scene	Feet : Frames	Panel / Total	Feet : Frames
70	00:08	8 / 8	00:01



Dialog

Action Notes

the gaps in the bone form shrink.  
the skull is eclipsed by it

Scene	Feet : Frames	Panel / Total	Feet : Frames
71	00:01	1 / 1	00:01



Dialog

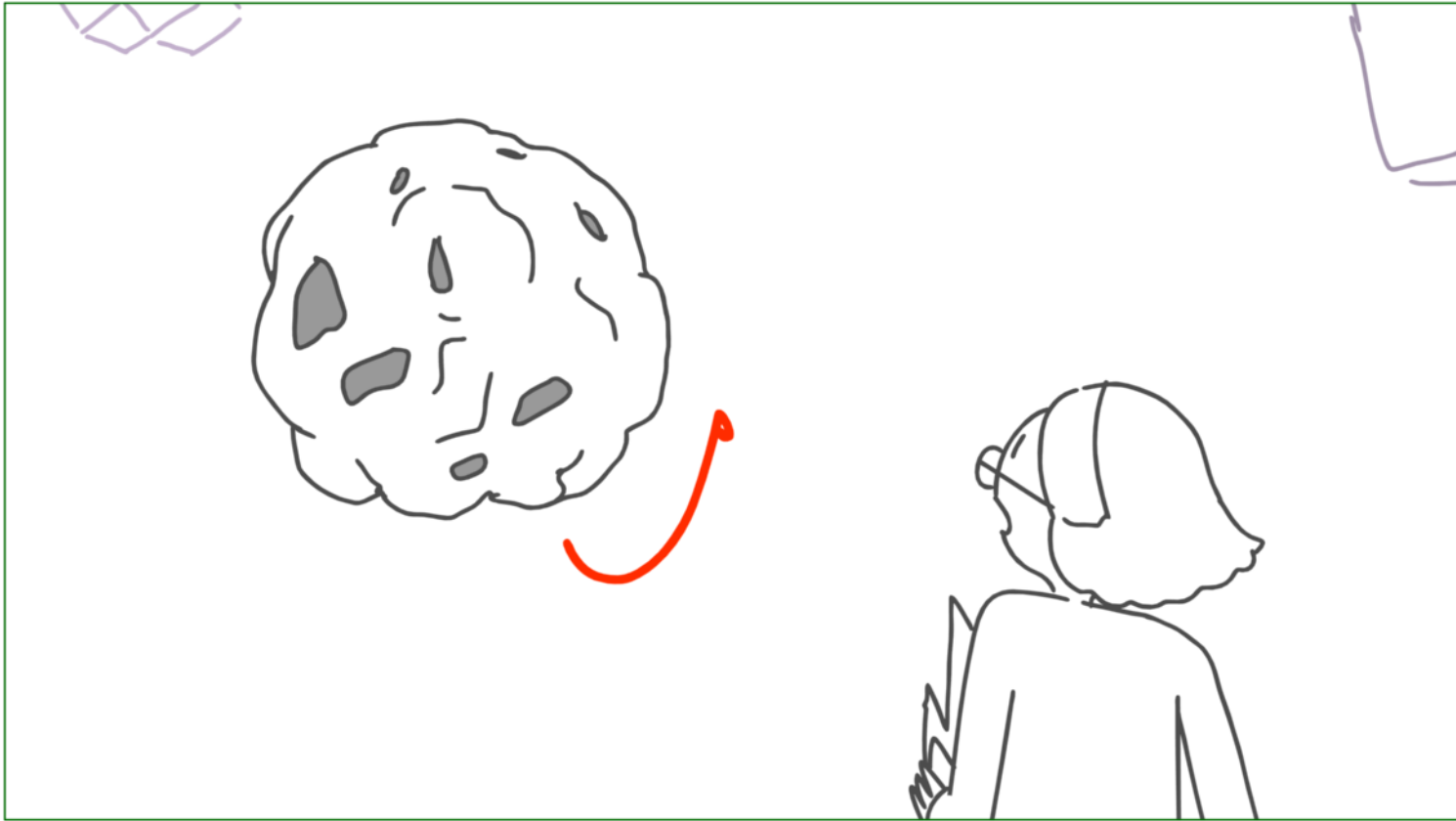
L:  
(screaming, gurgling)

Action Notes

SIMON watches the Lich's transformation O/S



Scene	Feet : Frames	Panel / Total	Feet : Frames
72	00:05	1 / 5	00:01

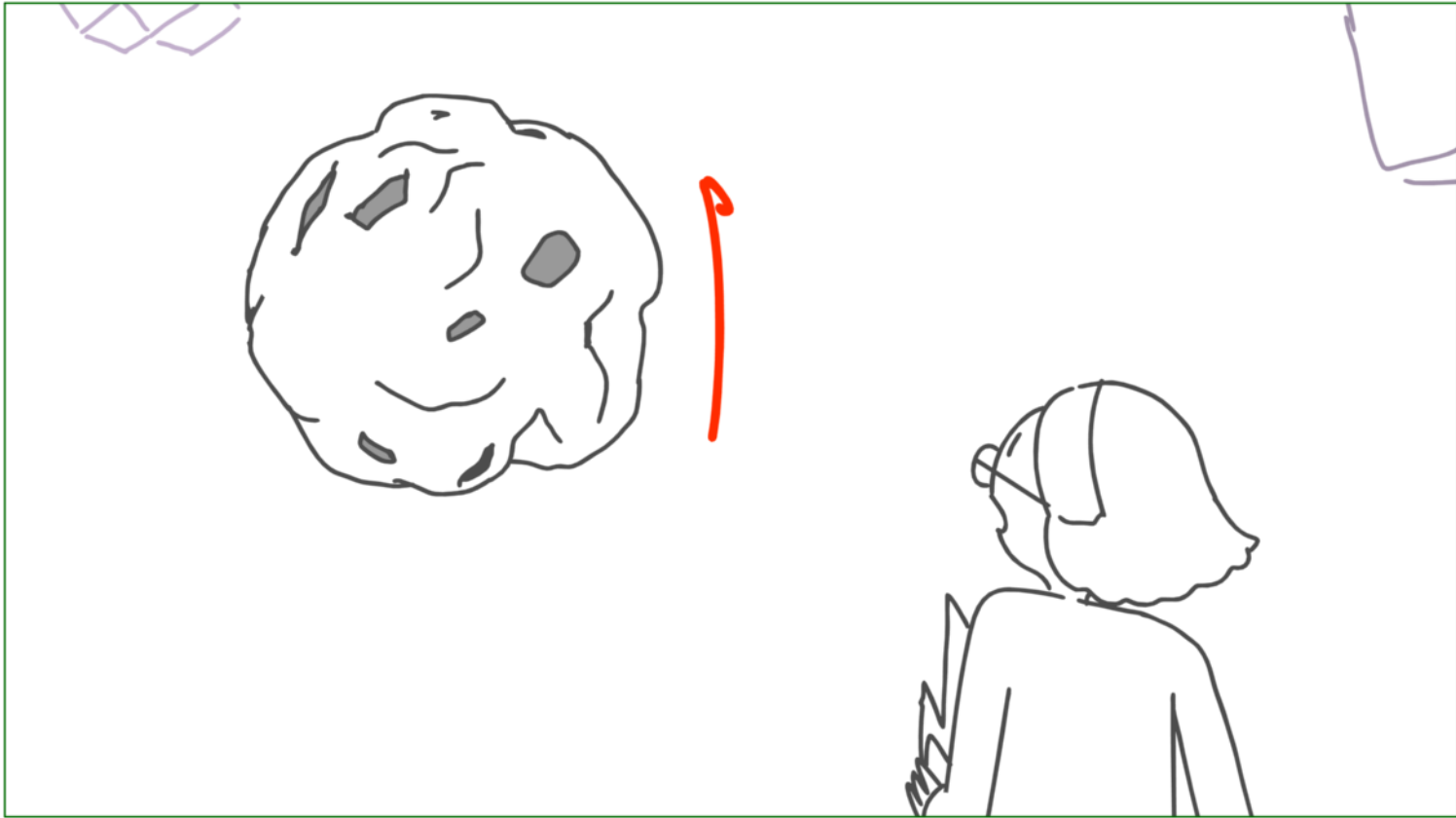


Dialog

Action Notes

SIMON watches the changing form of the LICH

Scene	Feet : Frames	Panel / Total	Feet : Frames
72	00:05	2 / 5	00:01

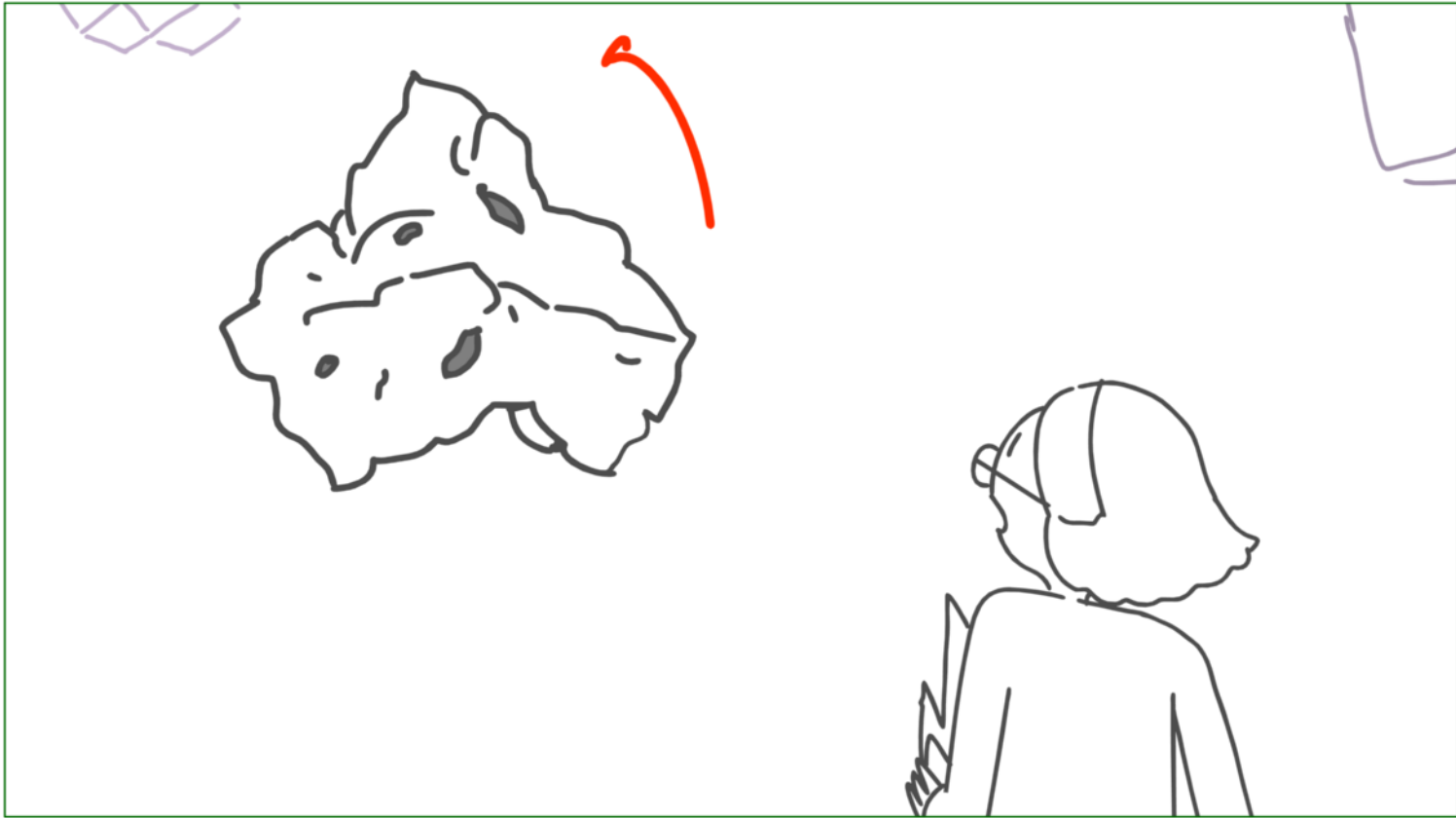


Dialog

Action Notes

it rotates, with the last holes closing

Scene	Feet : Frames	Panel / Total	Feet : Frames
72	00:05	3 / 5	00:01



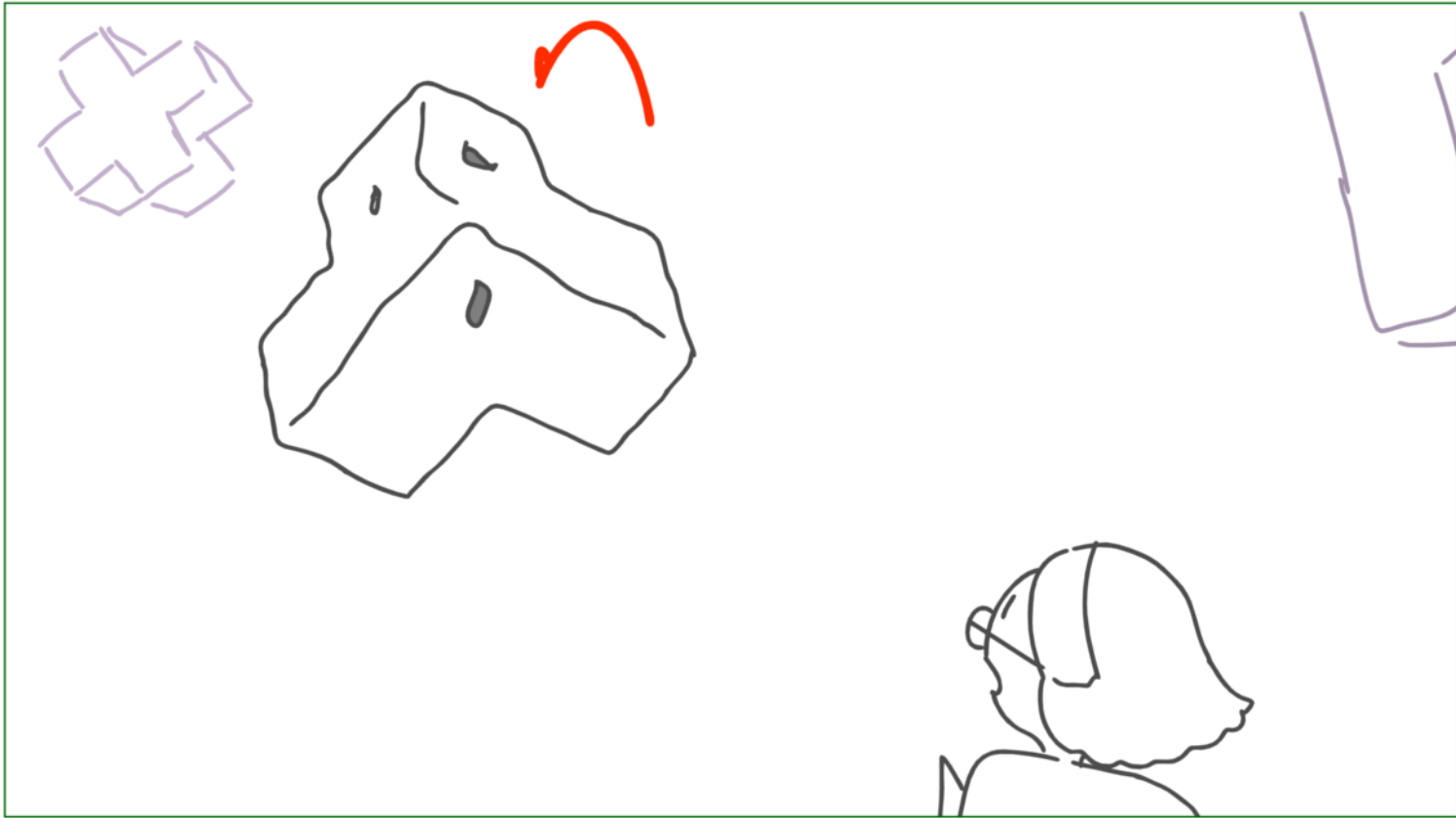
Dialog

Action Notes

CAM ADJ as it floats upward  
its shape develops corners and edges



Scene	Feet : Frames	Panel / Total	Feet : Frames
72	00:05	4 / 5	00:01

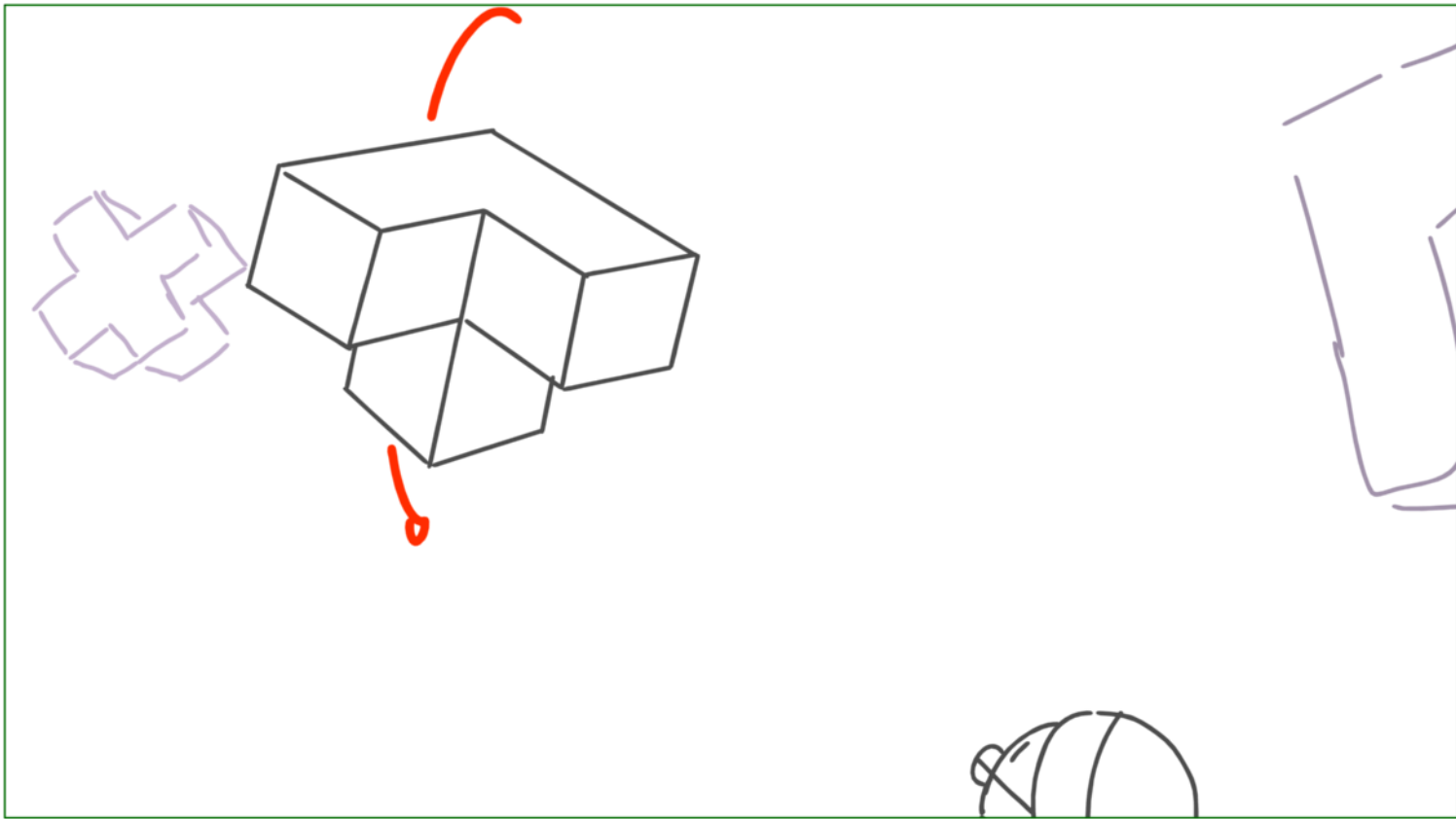


Dialog

Action Notes

it starts to drift up and it resolves into a geometric block shape

Scene	Feet : Frames	Panel / Total	Feet : Frames
72	00:05	5 / 5	00:01

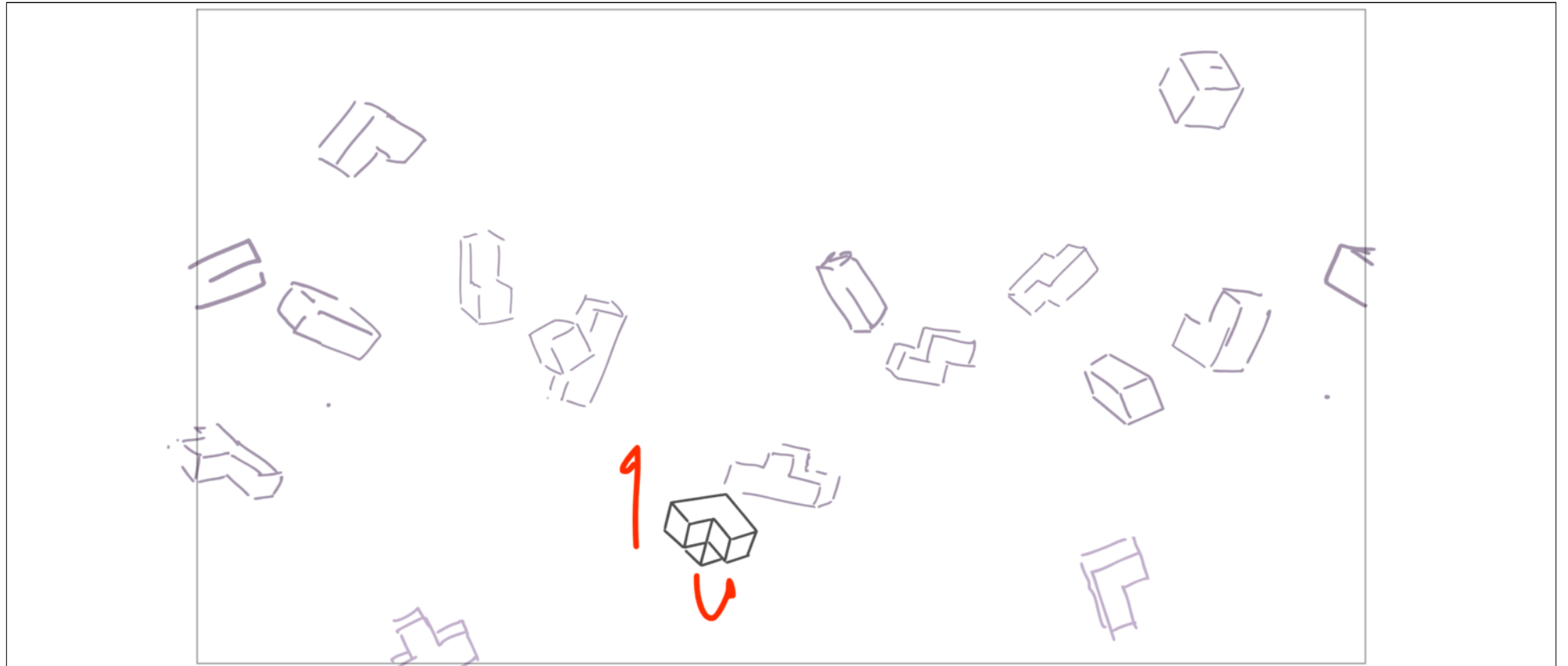


Dialog

Action Notes

the LICH BLOCK keeps rotating as it completes its transformation into a rigid form, all holes closing over

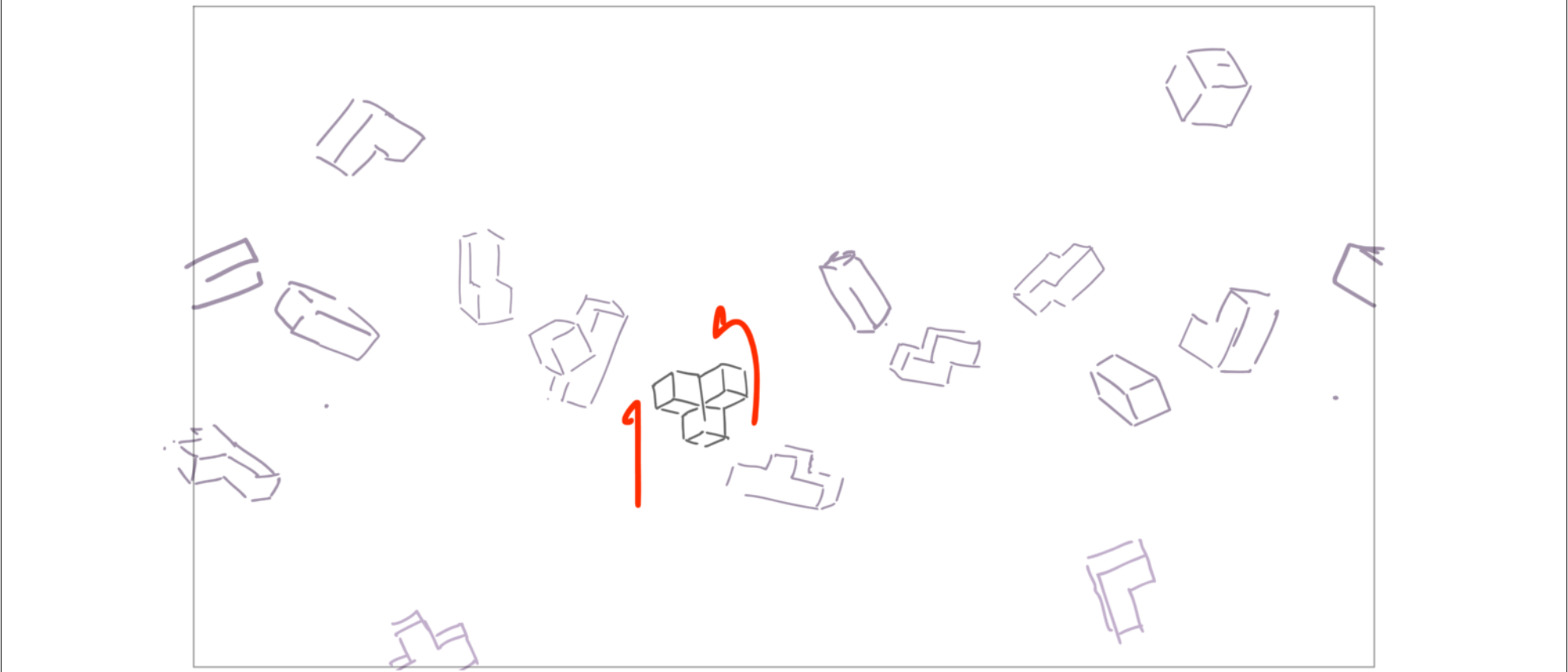
Scene	Feet : Frames	Panel / Total	Feet : Frames
73	00:03	1 / 3	00:01



Dialog

Action Notes  
H/U the LICH BLOCK rising to the other blocks

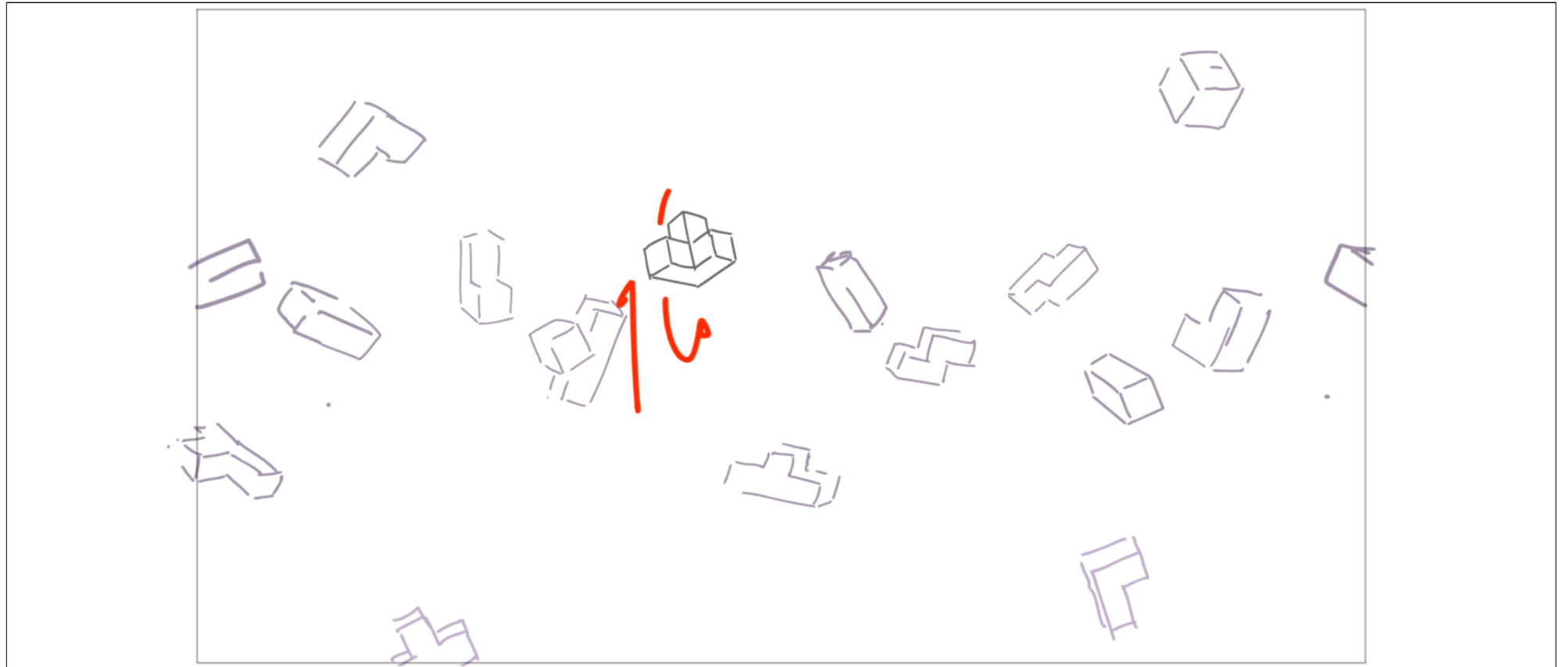
Scene	Feet : Frames	Panel / Total	Feet : Frames
73	00:03	2 / 3	00:01



Dialog

Action Notes  
cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
73	00:03	3 / 3	00:01

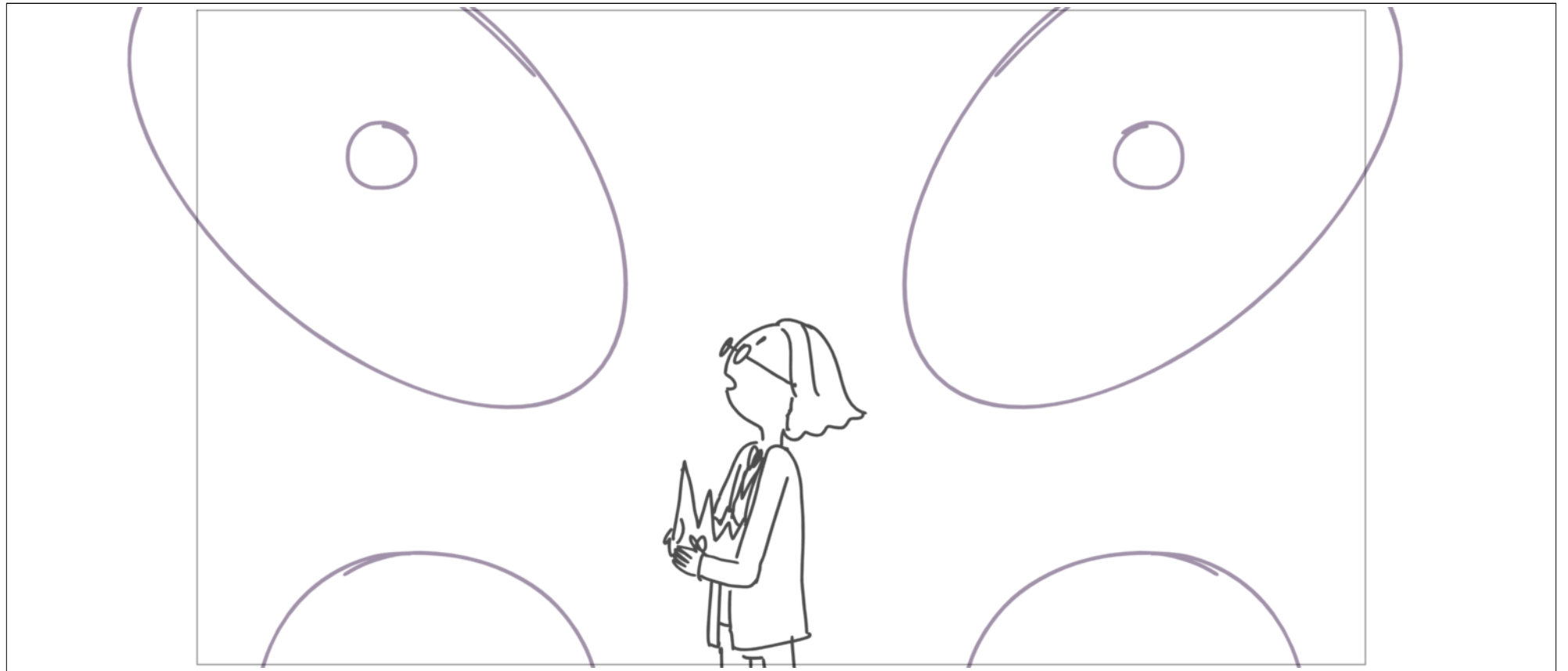


Dialog

Action Notes

LICH block settles to a stop.

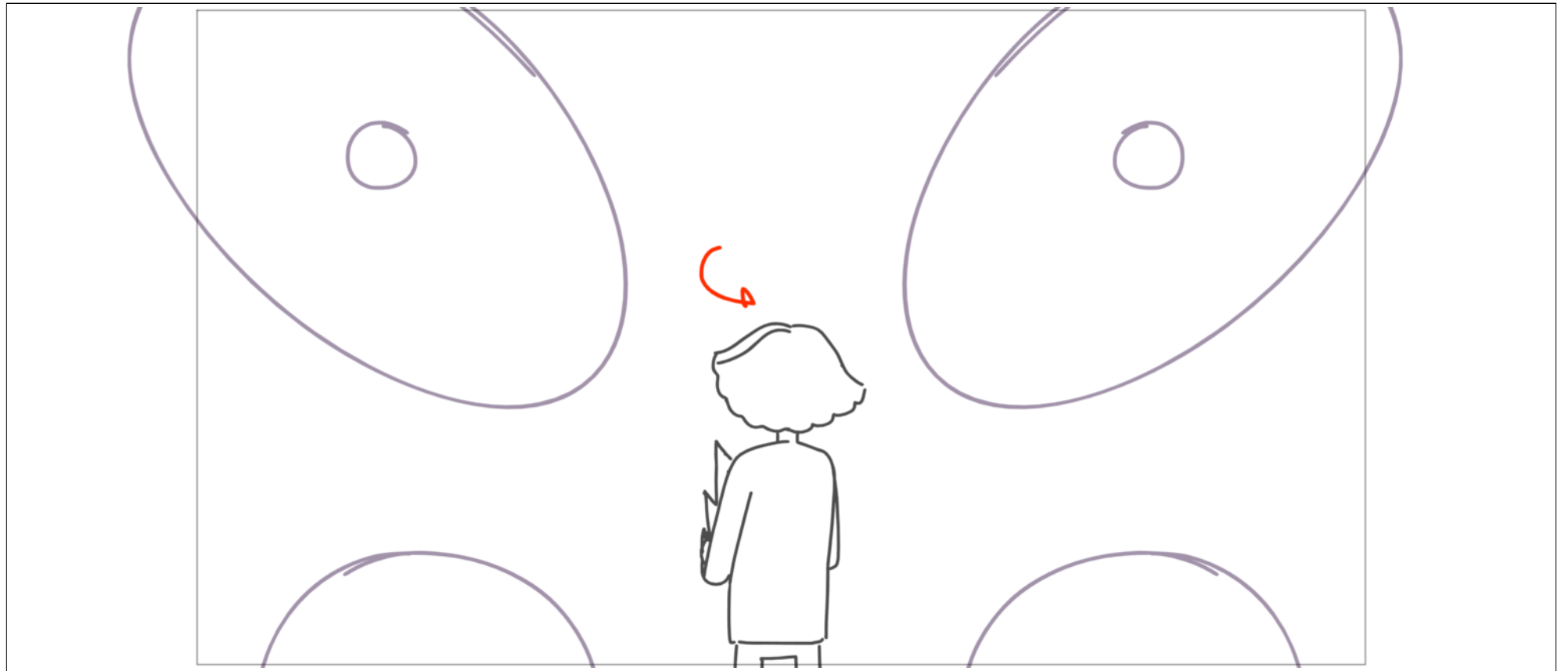
Scene	Feet : Frames	Panel / Total	Feet : Frames
74	00:04	1 / 4	00:01



Dialog

Action Notes  
SIMON looks at the Lich block O/S

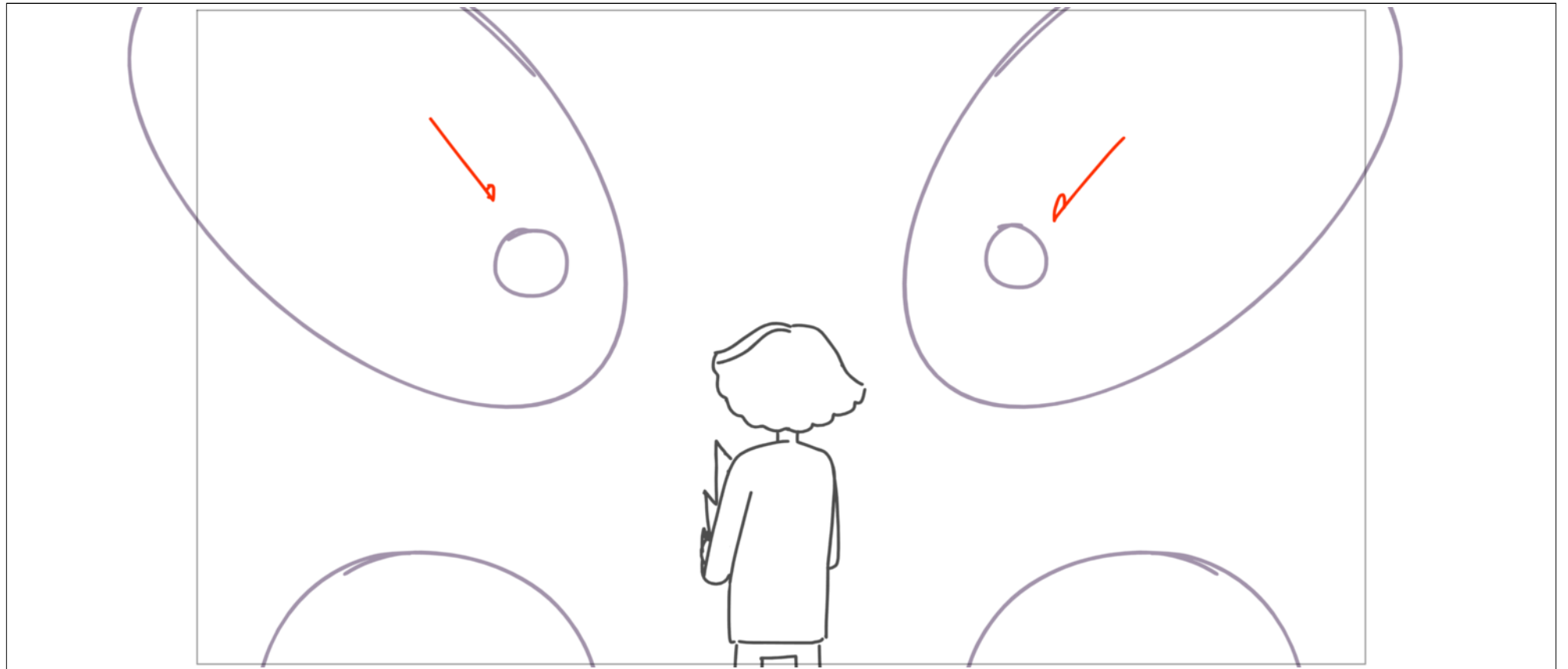
Scene	Feet : Frames	Panel / Total	Feet : Frames
74	00:04	2 / 4	00:01



Dialog

Action Notes  
SIMON turns to GOLB

Scene	Feet : Frames	Panel / Total	Feet : Frames
74	00:04	3 / 4	00:01

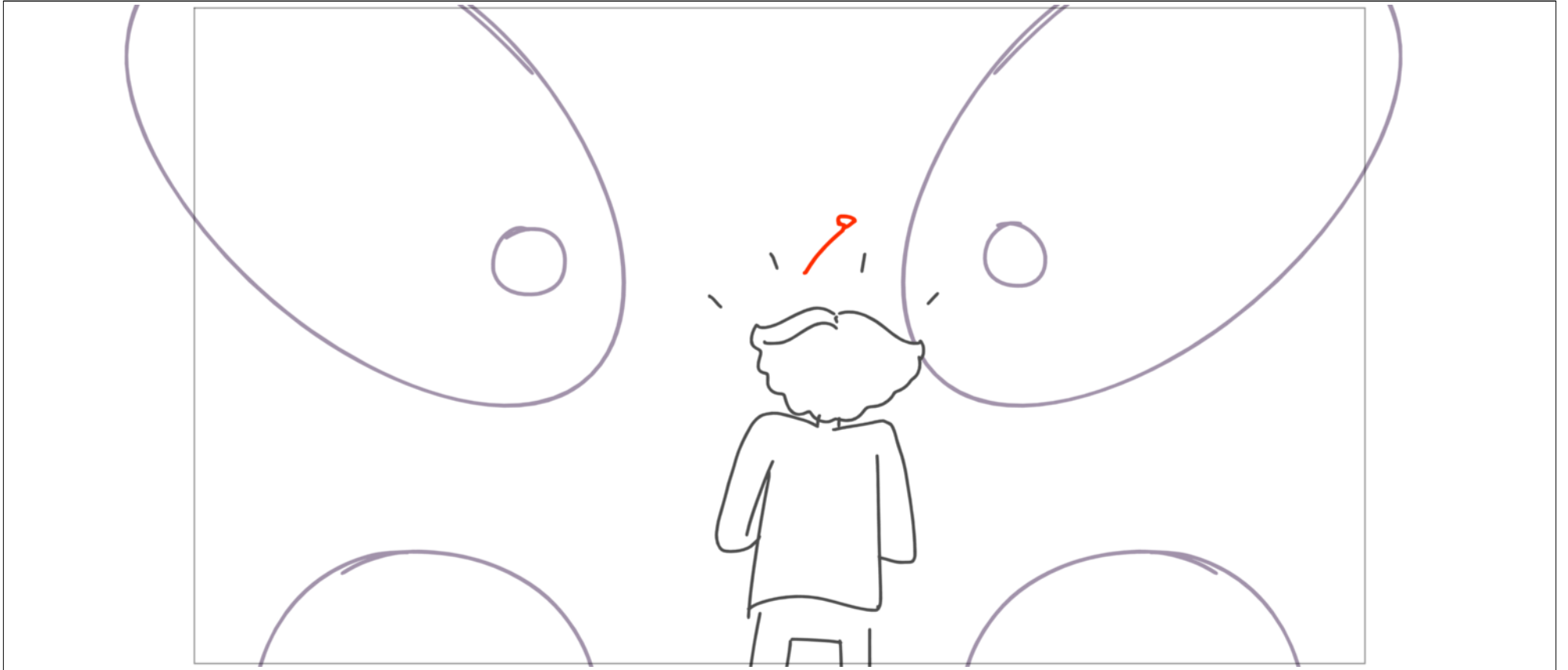


Dialog

Action Notes  
GOLB's eyes shift suddenly, focusing on SIMON



Scene	Feet : Frames	Panel / Total	Feet : Frames
74	00:04	4 / 4	00:01



Dialog

**SIMON:**  
(small, statled noise)

Action Notes

**SIMON** startles

Scene	Feet : Frames	Panel / Total	Feet : Frames
75	00:06	1 / 6	00:01



Dialog

Action Notes

H/U SIMON startled

Scene	Feet : Frames	Panel / Total	Feet : Frames
75	00:06	2 / 6	00:01



Dialog

Action Notes

He looks at Golb O/S nervously

Scene	Feet : Frames	Panel / Total	Feet : Frames
75	00:06	3 / 6	00:01



Dialog

Action Notes  
he backs slowly away

Scene	Feet : Frames	Panel / Total	Feet : Frames
75	00:06	4 / 6	00:01



Dialog

Action Notes

he stops backing away

Scene	Feet : Frames	Panel / Total	Feet : Frames
75	00:06	5 / 6	00:01



Dialog

Action Notes

his expression softens

Scene	Feet : Frames	Panel / Total	Feet : Frames
75	00:06	6 / 6	00:01



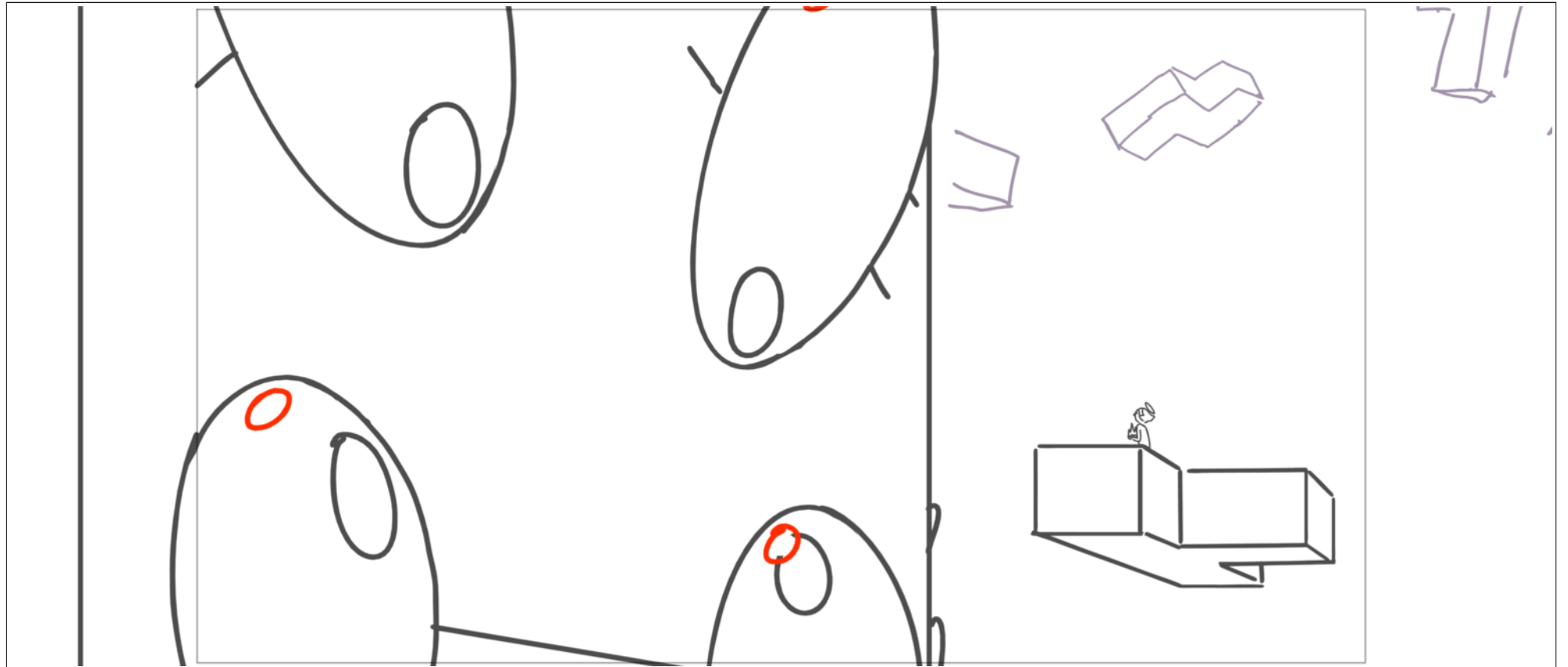
Dialog

S:  
Betty...

Action Notes

he steps forward toward Golb O/D

Scene	Feet : Frames	Panel / Total	Feet : Frames
76	00:02	1 / 2	00:01



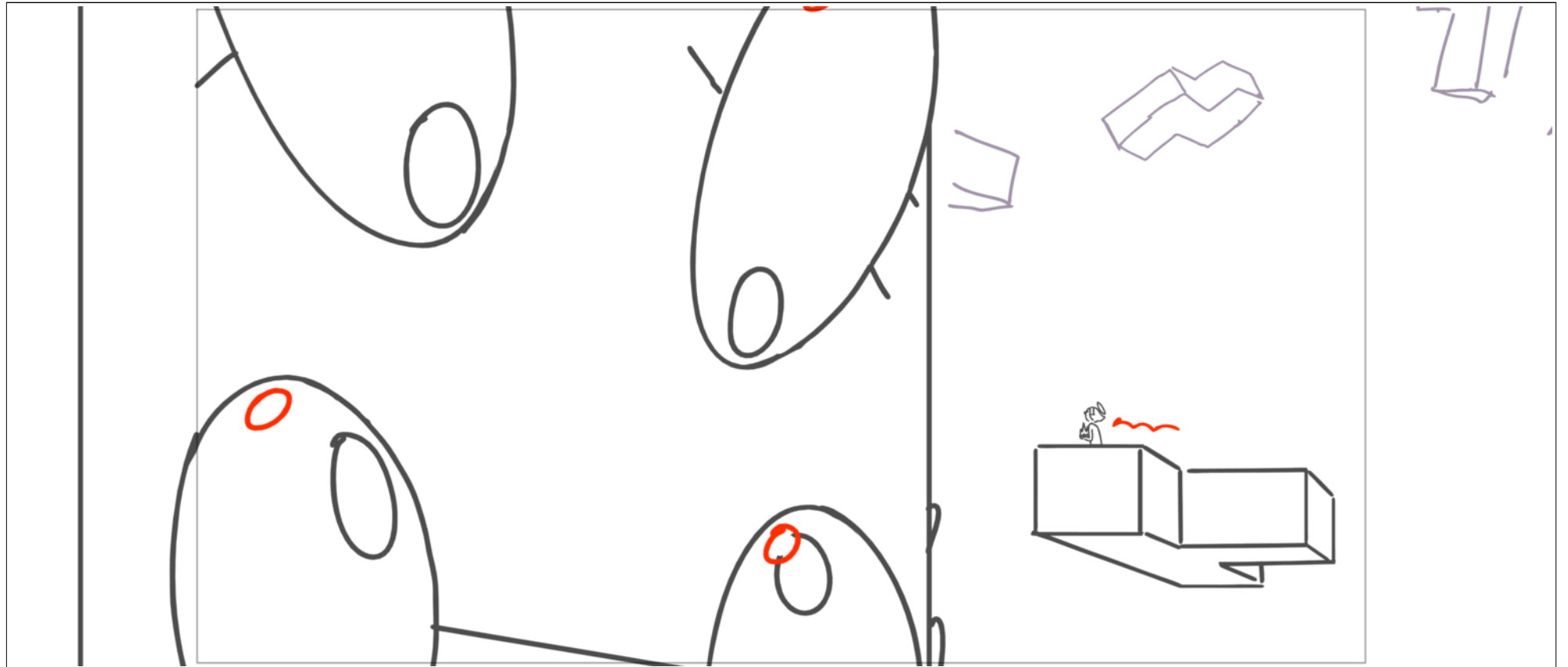
Dialog

Action Notes

H/U SIMON walkign forward  
SFX: echoing footsteps



Scene	Feet : Frames	Panel / Total	Feet : Frames
76	00:02	2 / 2	00:01



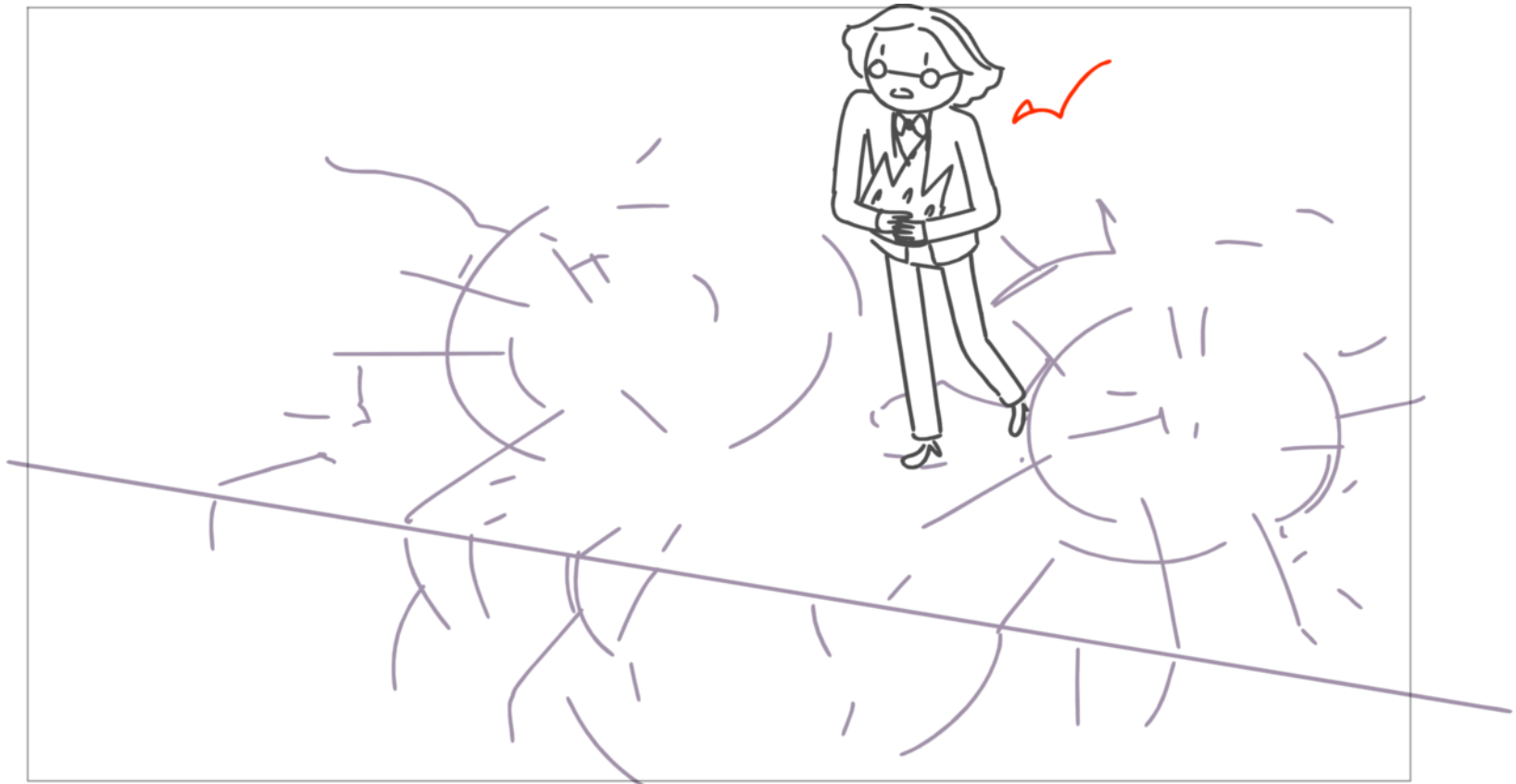
Dialog

Action Notes

SIMON walks toward GOLB

SFX: echoing footsteps

Scene	Feet : Frames	Panel / Total	Feet : Frames
77	00:03	1 / 3	00:01



Dialog

Action Notes

H/U SIMON walking to edge of block

Scene	Feet : Frames	Panel / Total	Feet : Frames
77	00:03	2 / 3	00:01



Dialog

S:  
... I really tried to fix you.

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
77	00:03	3 / 3	00:01



Dialog

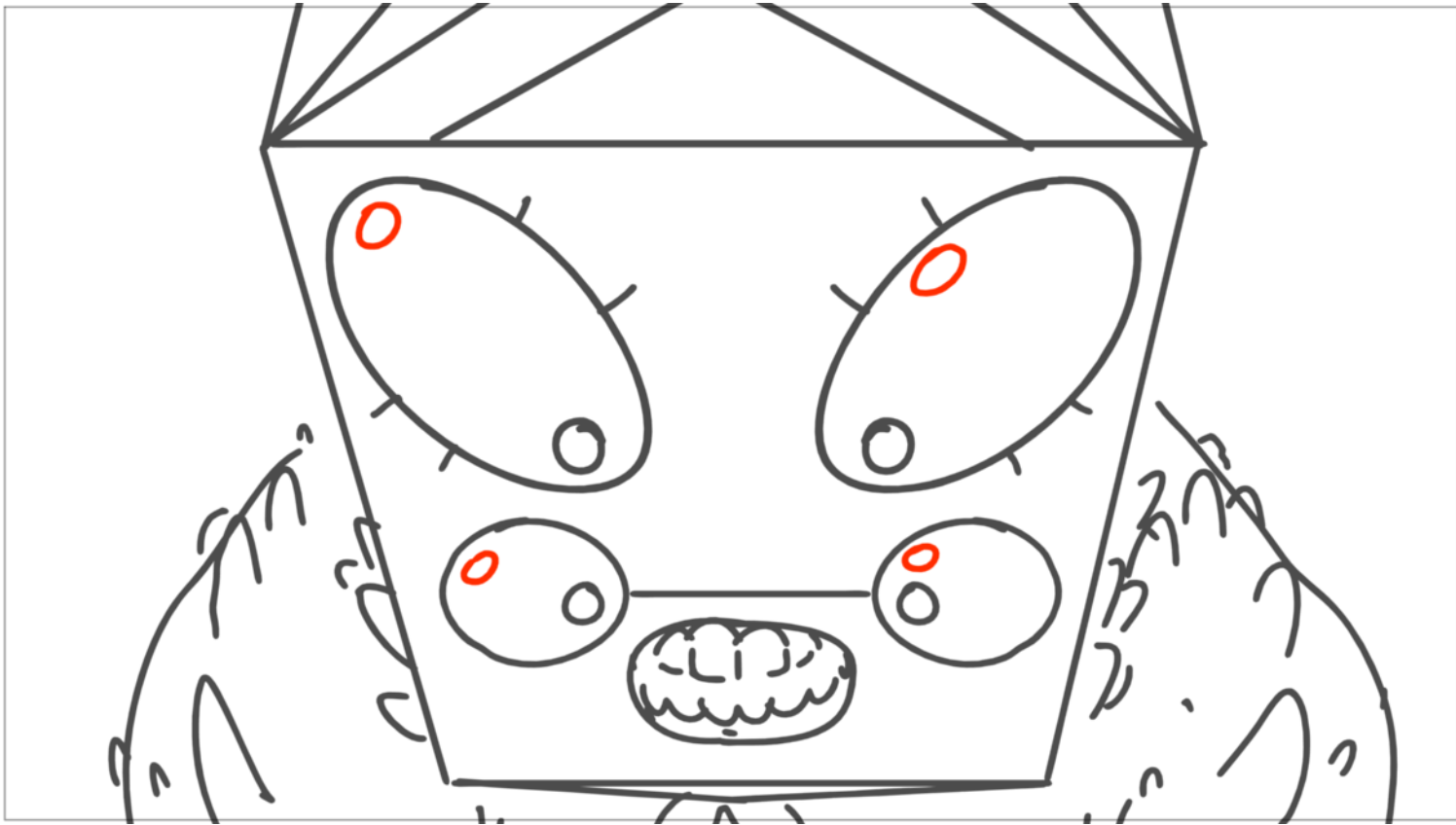
S:

I searched for years for a way to undo this...

Action Notes

SIMON stops and gestures

Scene	Feet : Frames	Panel / Total	Feet : Frames
78	00:01	1 / 1	00:01



Dialog

Action Notes

SFX: (doom)

Scene	Feet : Frames	Panel / Total	Feet : Frames
79	00:05	1 / 5	00:01



Dialog

Action Notes  
SIMON looks up at Golb O/S  
(start pose)

Scene	Feet : Frames	Panel / Total	Feet : Frames
79	00:05	2 / 5	00:01



Dialog

S:  
... a chance to make the ultimate sacrifice and bring YOU back...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
79	00:05	3 / 5	00:01



Dialog

S:  
... just like you did for me!

Action Notes

He gestures to himself, a happier expression passing over his face



Scene	Feet : Frames	Panel / Total	Feet : Frames
79	00:05	4 / 5	00:01



Dialog

Action Notes  
before he looks sad again, looking down

Scene	Feet : Frames	Panel / Total	Feet : Frames
79	00:05	5 / 5	00:01

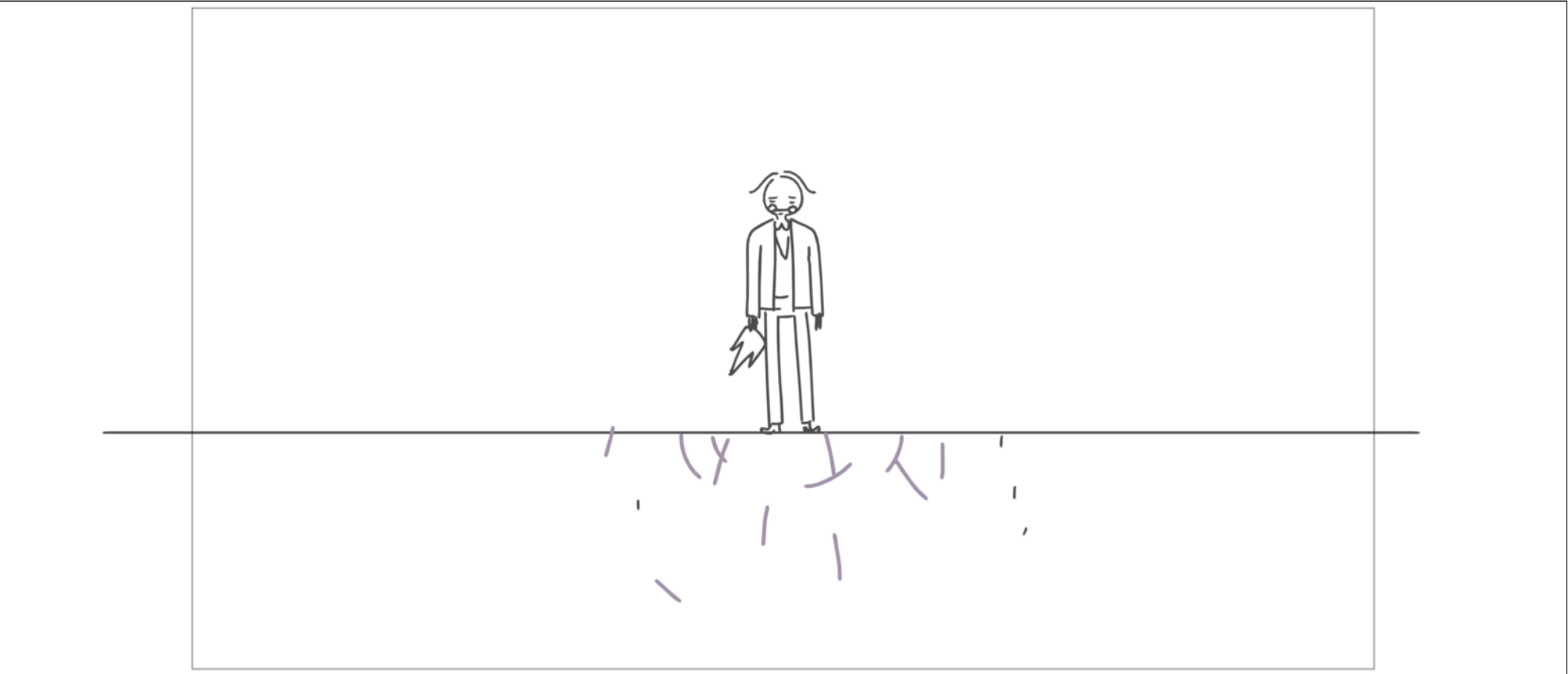


Dialog

S:  
But i failed...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
80	00:03	1 / 3	00:01

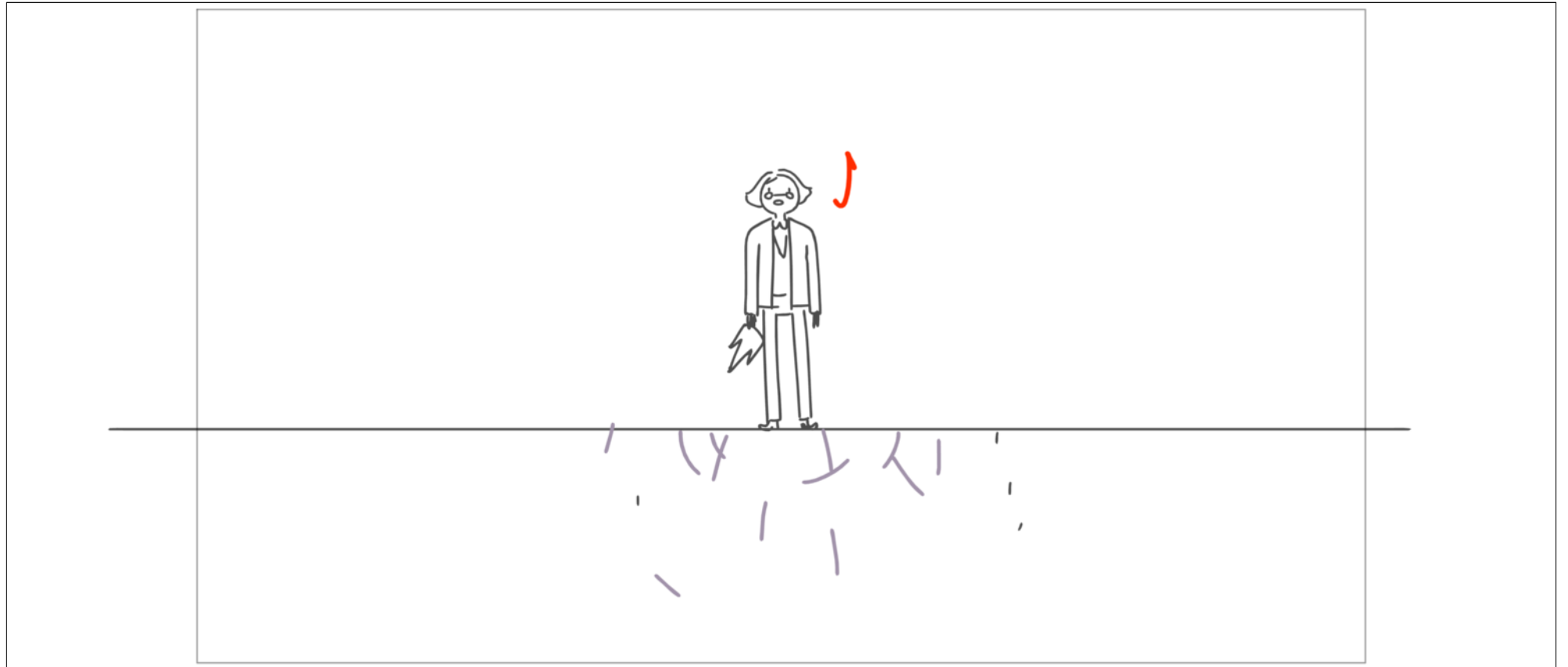


Dialog

Action Notes

H/U SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
80	00:03	2 / 3	00:01



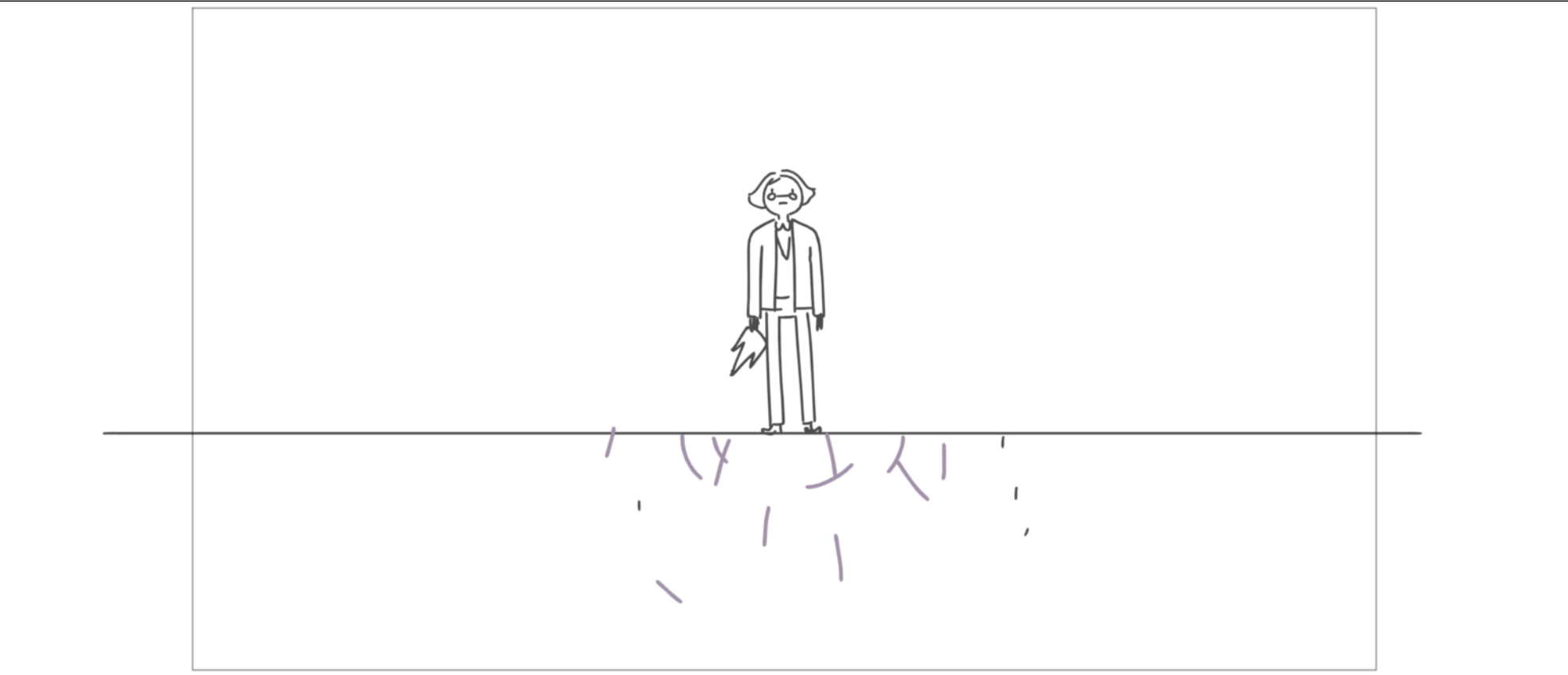
Dialog

**S:**  
Living among the humans in Ooo, I felt completely out of place and time.

Action Notes

He looks up at Golb O/S

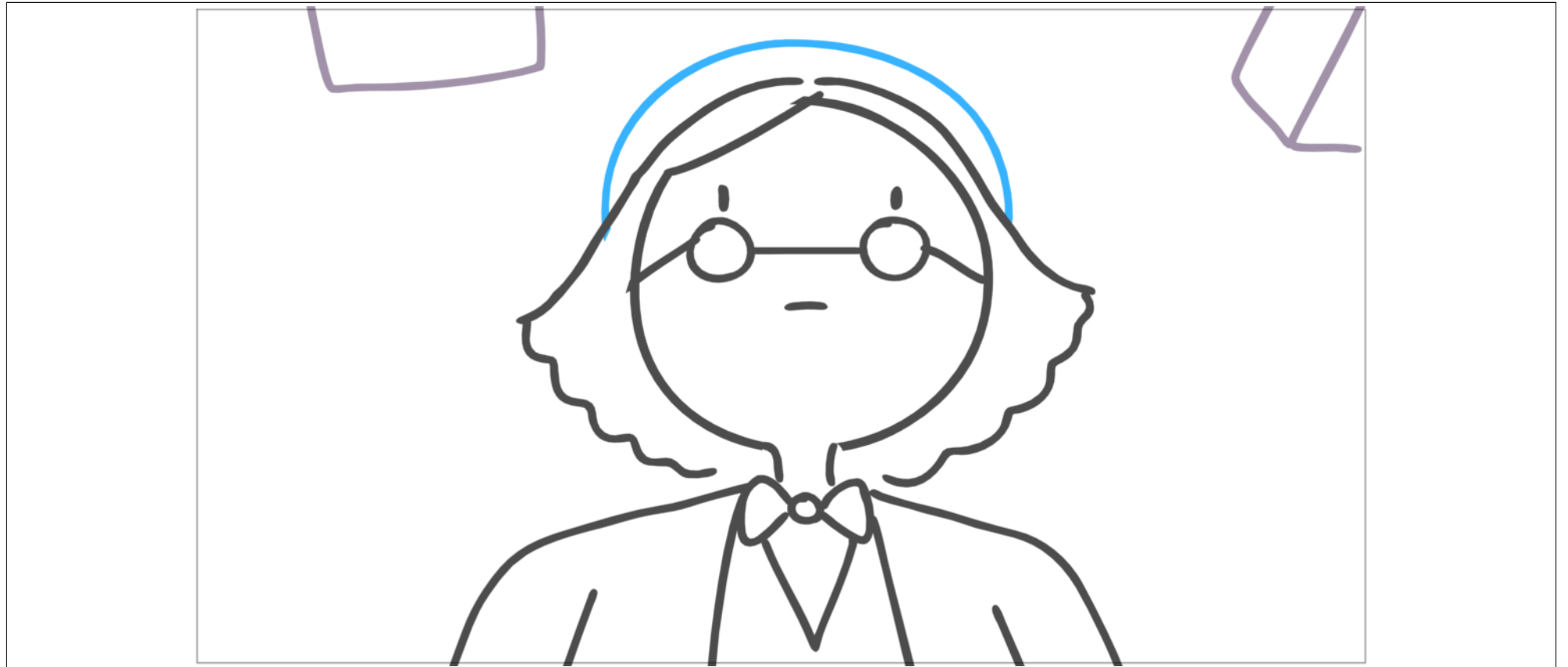
Scene	Feet : Frames	Panel / Total	Feet : Frames
80	00:03	3 / 3	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
81	00:04	1 / 4	00:01



Dialog

Action Notes

H/U SIMON looking at Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
81	00:04	2 / 4	00:01



Dialog

S:  
My life had...

Action Notes

SIMON lowers his head

Scene	Feet : Frames	Panel / Total	Feet : Frames
81	00:04	3 / 4	00:01



Dialog

S:  
... no meaning.

Action Notes

He looks down at his feet O/S



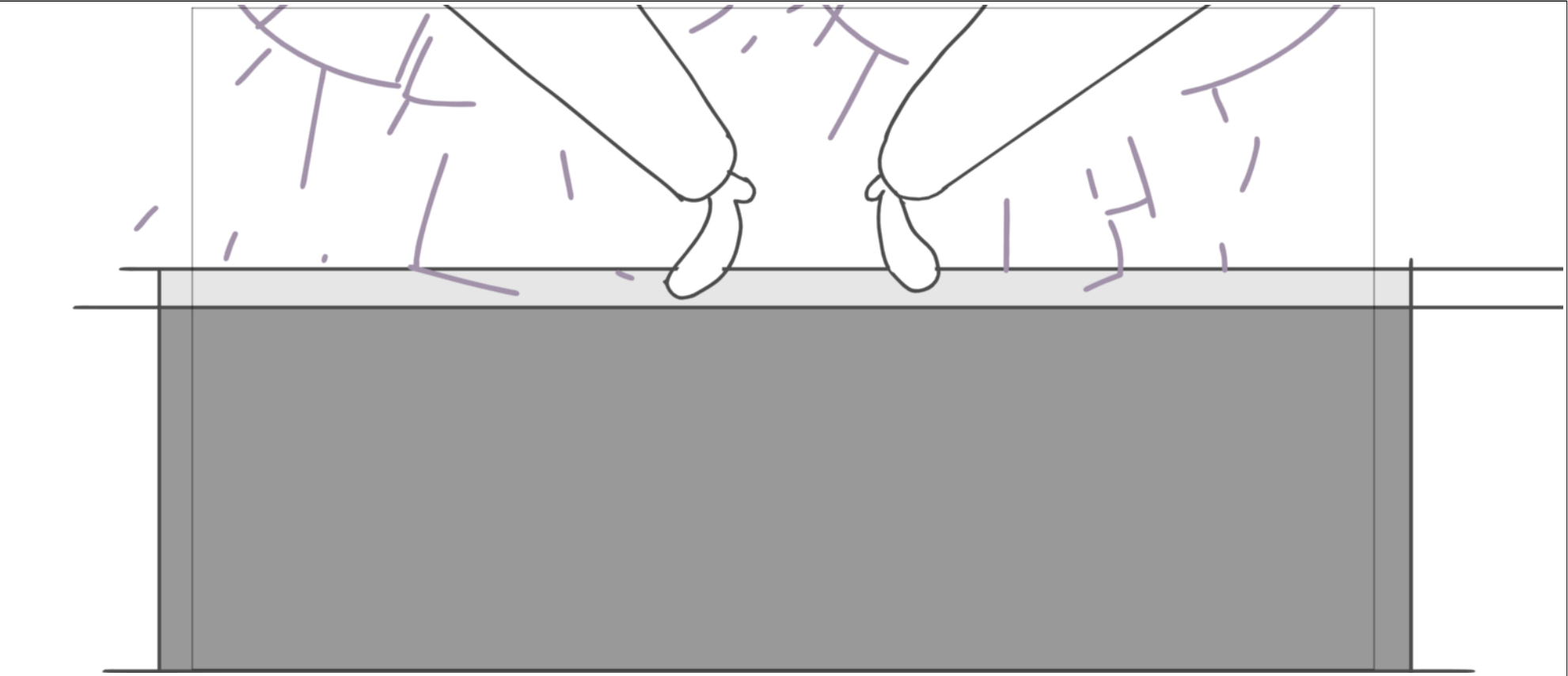
Scene	Feet : Frames	Panel / Total	Feet : Frames
81	00:04	4 / 4	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
82	00:01	1 / 1	00:01



Dialog

Action Notes

SIMON's feet at the edge of the block

Scene	Feet : Frames	Panel / Total	Feet : Frames
83	00:04	1 / 4	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
83	00:04	2 / 4	00:01



Dialog

S:  
You gave me a second chance...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
83	00:04	3 / 4	00:01



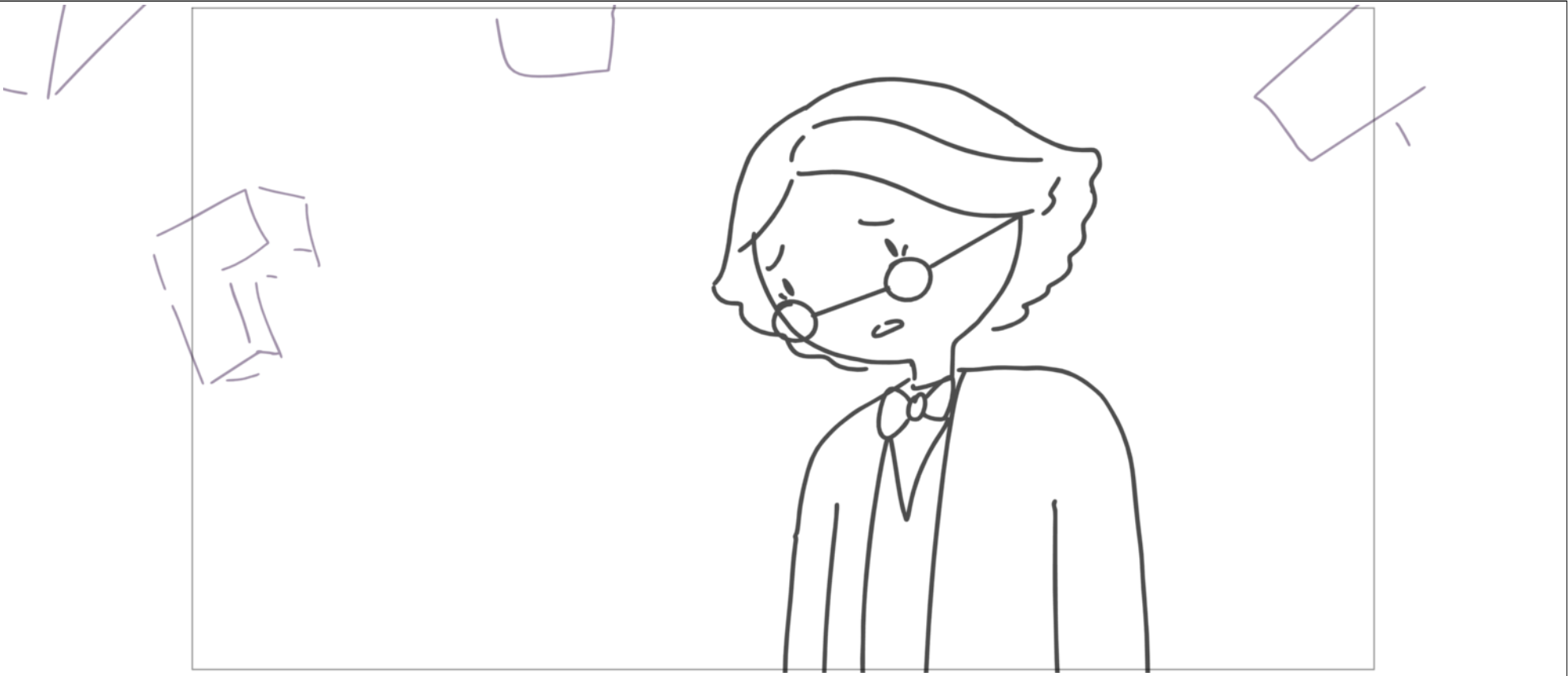
Dialog

S:  
... and I've wasted it.

Action Notes

SIMON feels crestfallen at his wasted gift.  
Slightly lowered shoulders, head turns down, eyes close

Scene	Feet : Frames	Panel / Total	Feet : Frames
83	00:04	4 / 4	00:01

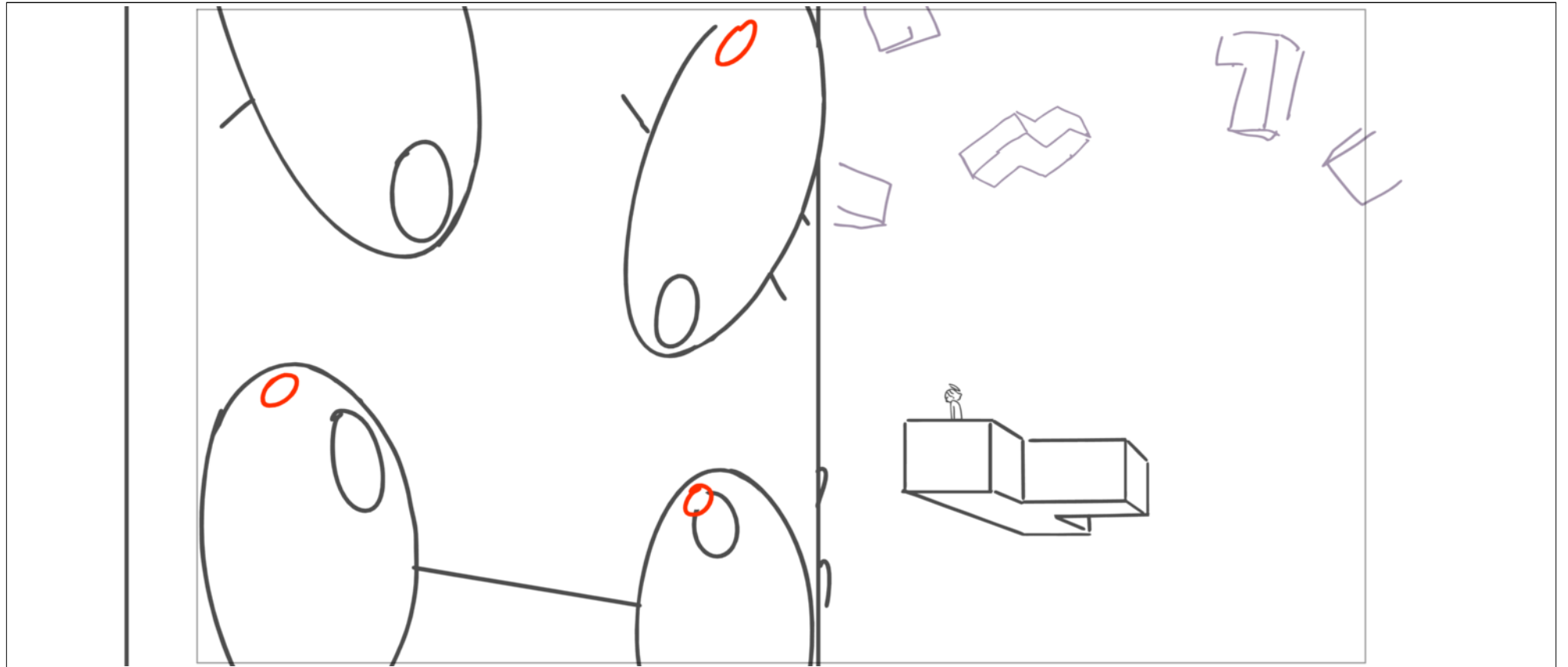


Dialog

Action Notes

he opens his eyes

Scene	Feet : Frames	Panel / Total	Feet : Frames
84	00:01	1 / 1	00:01

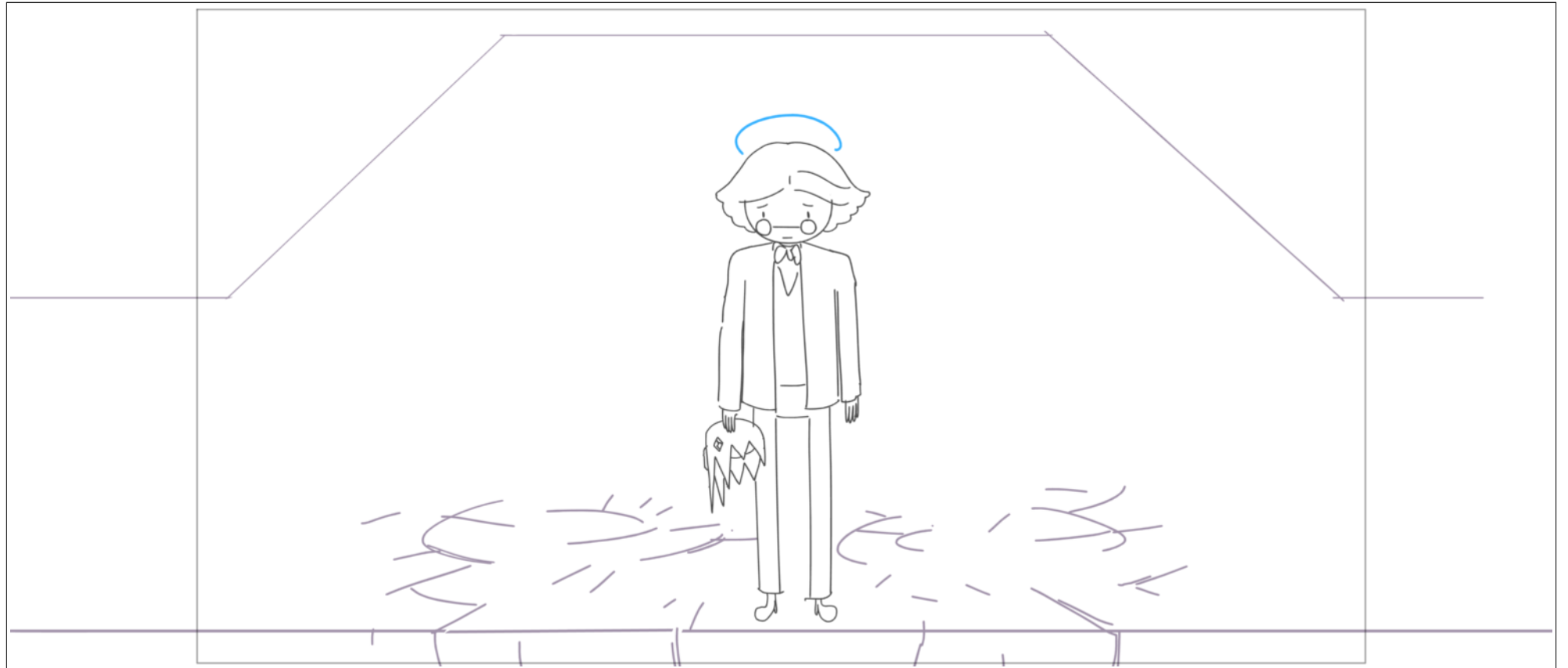


Dialog

Action Notes

H/U SIMON looking down.  
 GOLB looking at SIMON  
 beat

Scene	Feet : Frames	Panel / Total	Feet : Frames
85	00:03	1 / 3	00:01

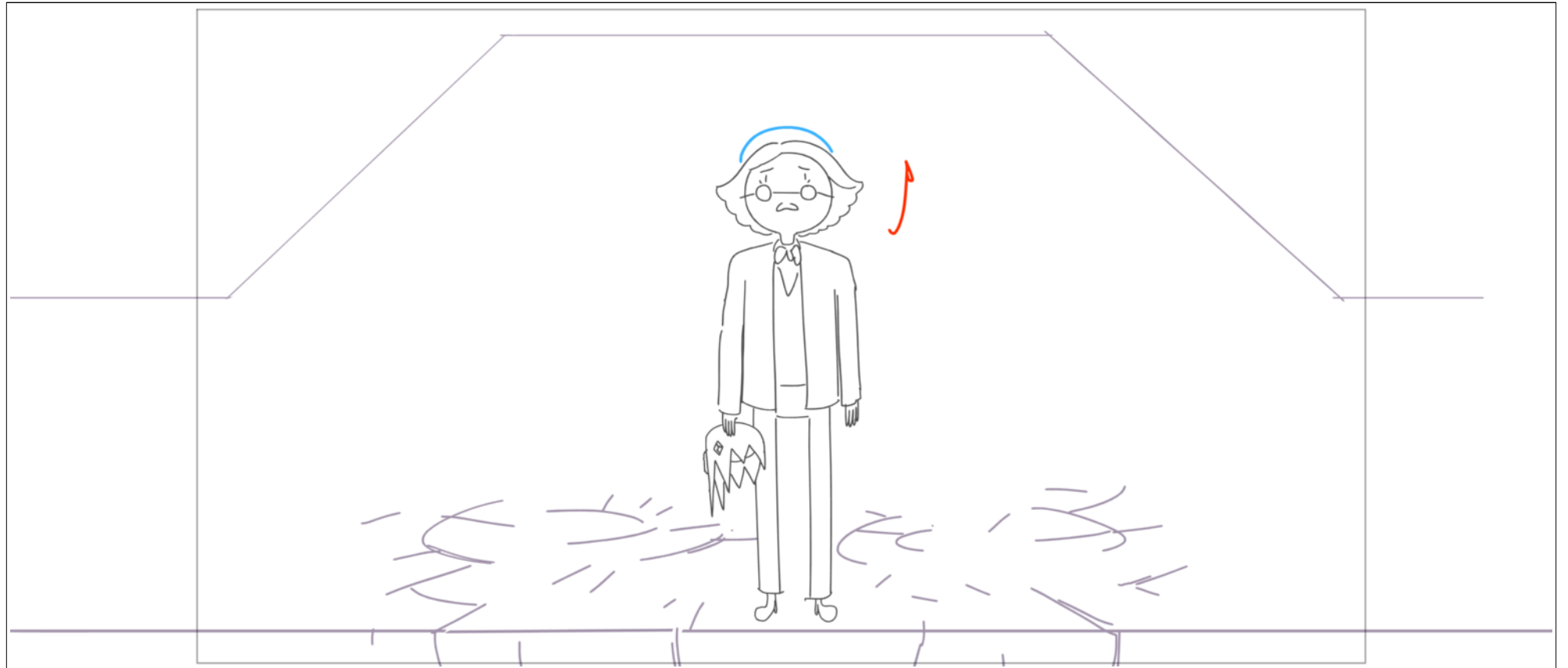


Dialog

Action Notes  
H/U SIMON



Scene	Feet : Frames	Panel / Total	Feet : Frames
85	00:03	2 / 3	00:01



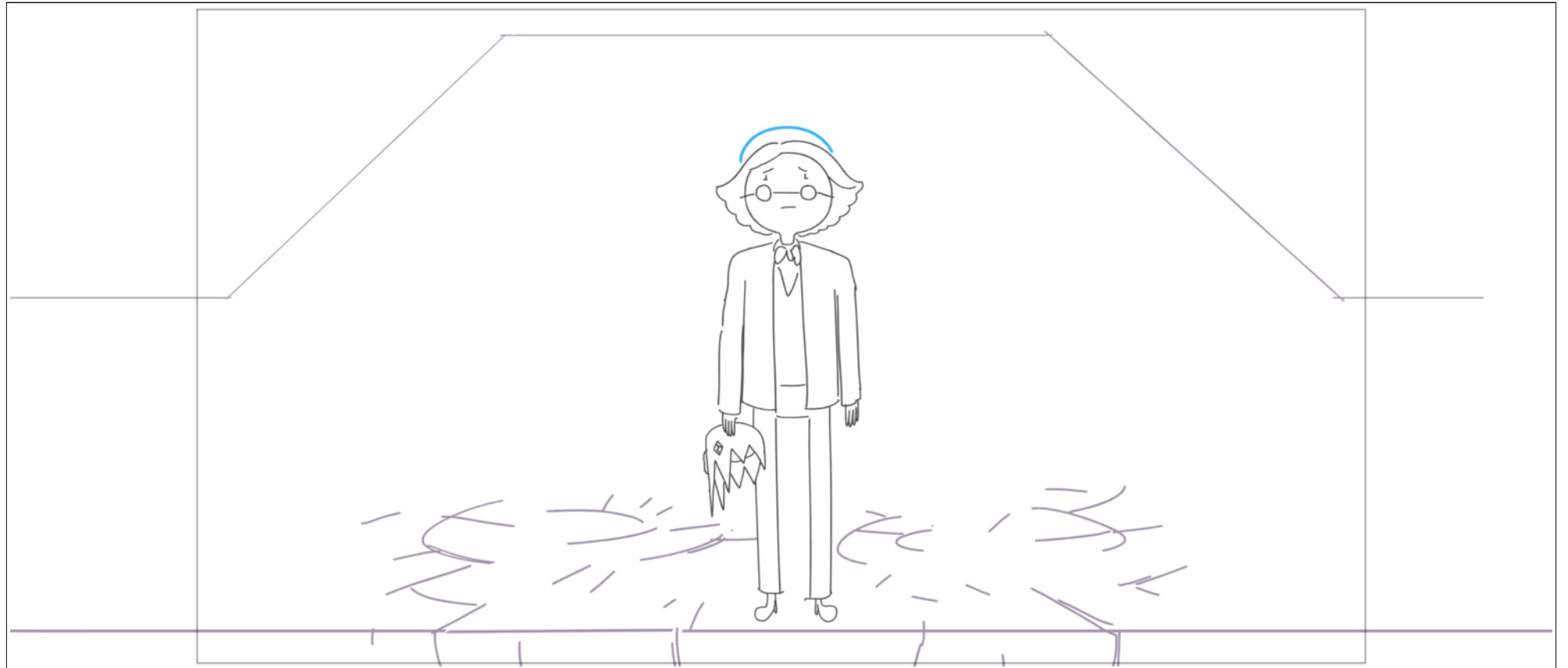
Dialog

S:  
I'm so sorry, Betty.

Action Notes

SIMON looks up at Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
85	00:03	3 / 3	00:01

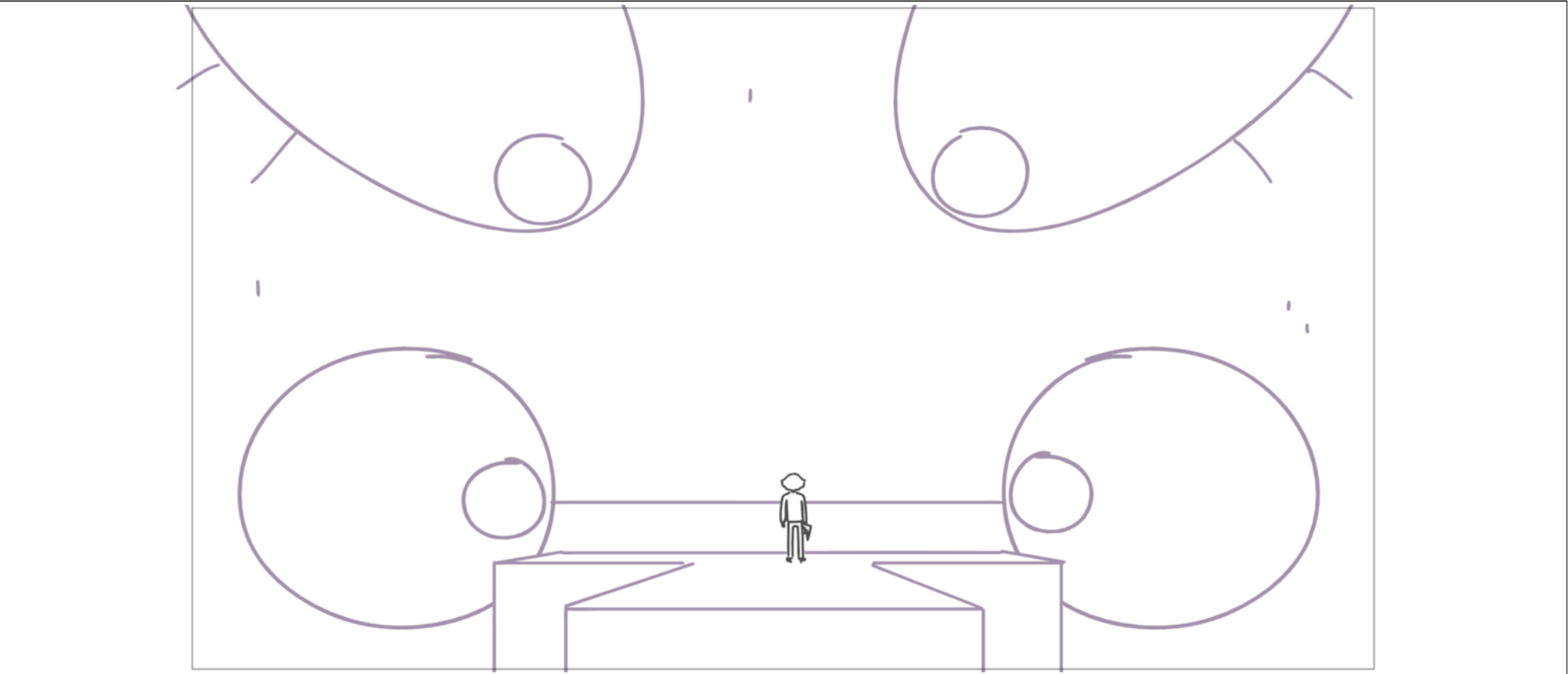


Dialog

Action Notes

beat

Scene	Feet : Frames	Panel / Total	Feet : Frames
86	00:08	1 / 8	00:01

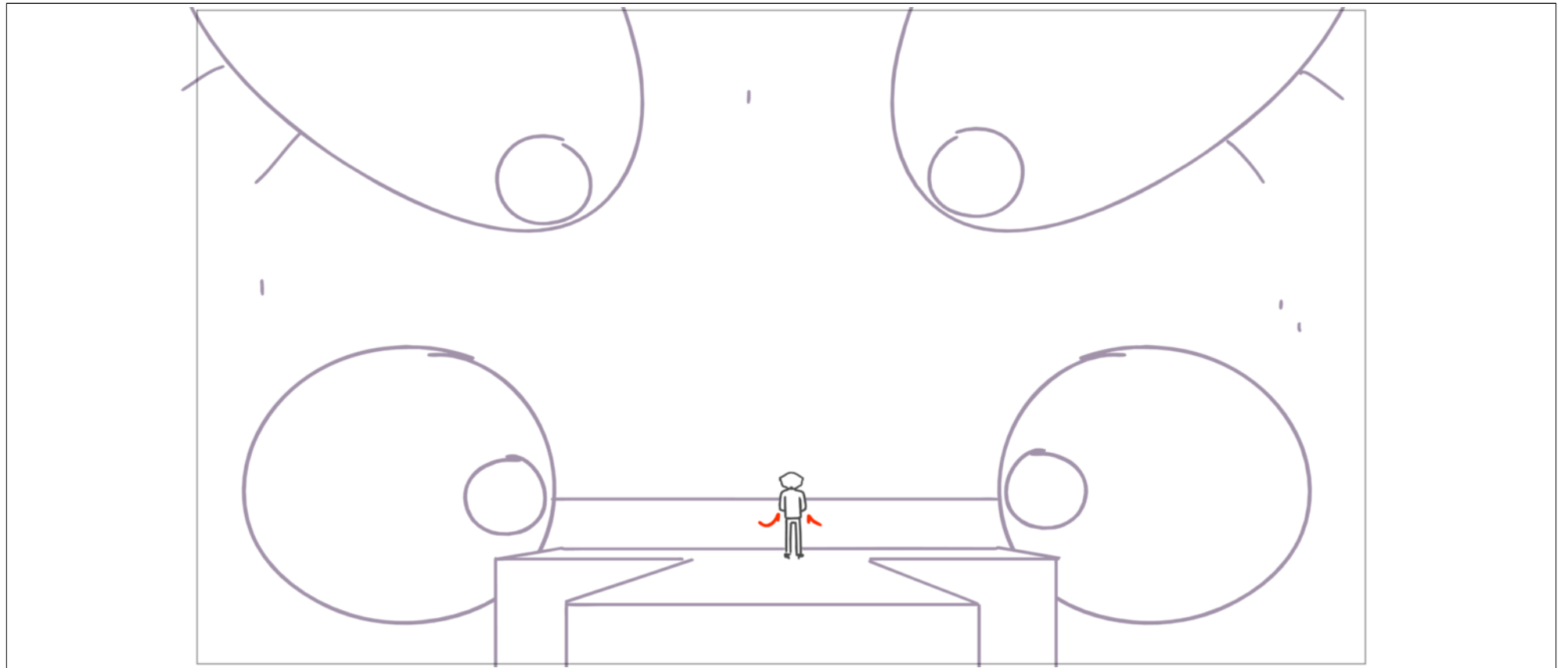


Dialog

Action Notes

H/U SIMON

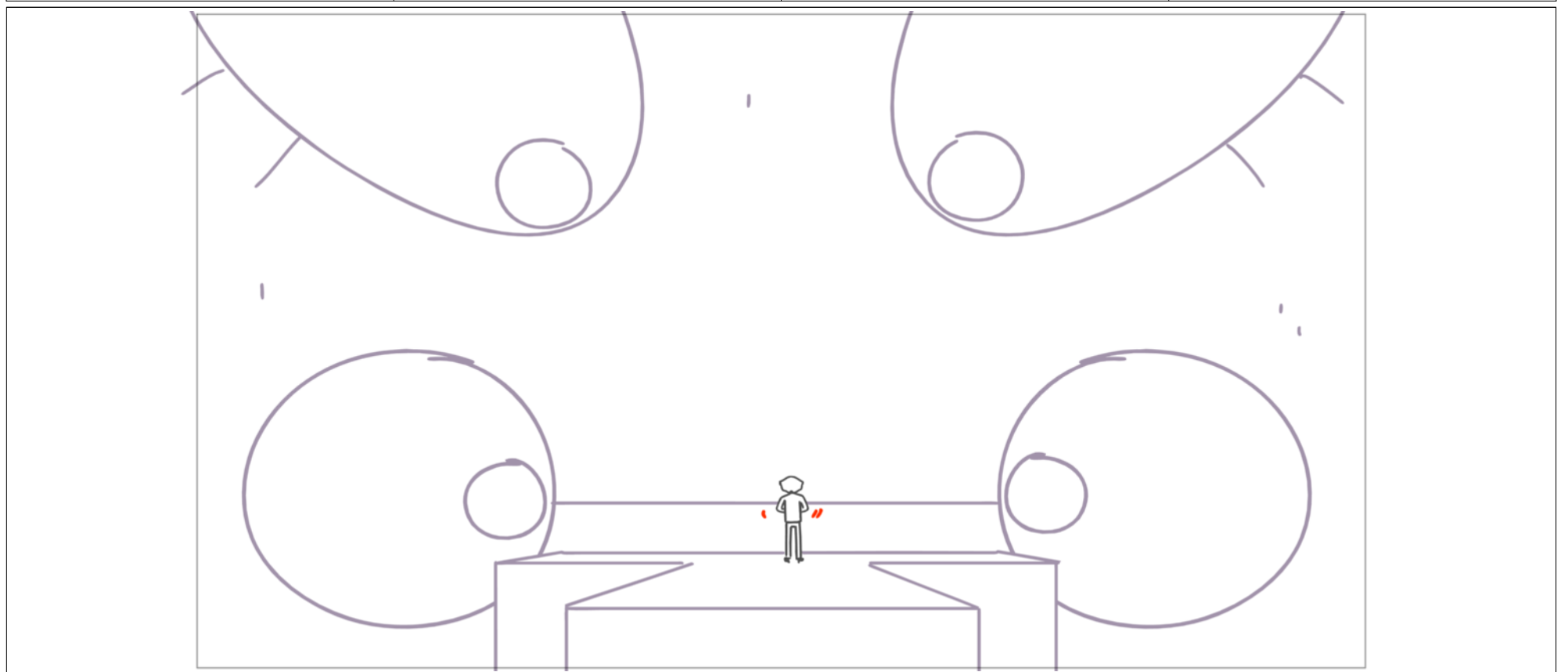
Scene	Feet : Frames	Panel / Total	Feet : Frames
86	00:08	2 / 8	00:01



Dialog

Action Notes  
SIMON brings the crown up in front of him

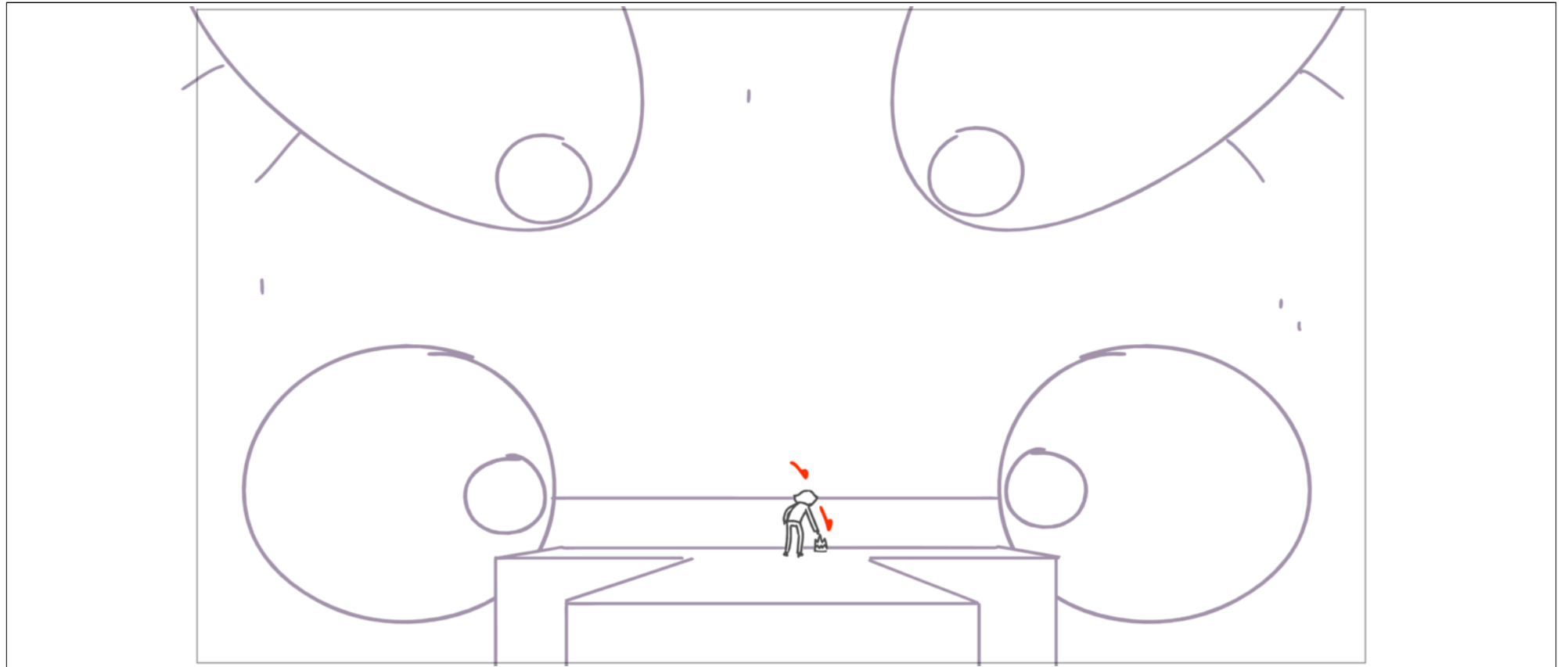
Scene	Feet : Frames	Panel / Total	Feet : Frames
86	00:08	3 / 8	00:01



Dialog

Action Notes  
he adjusts his hold on the CROWN

Scene	Feet : Frames	Panel / Total	Feet : Frames
86	00:08	4 / 8	00:01

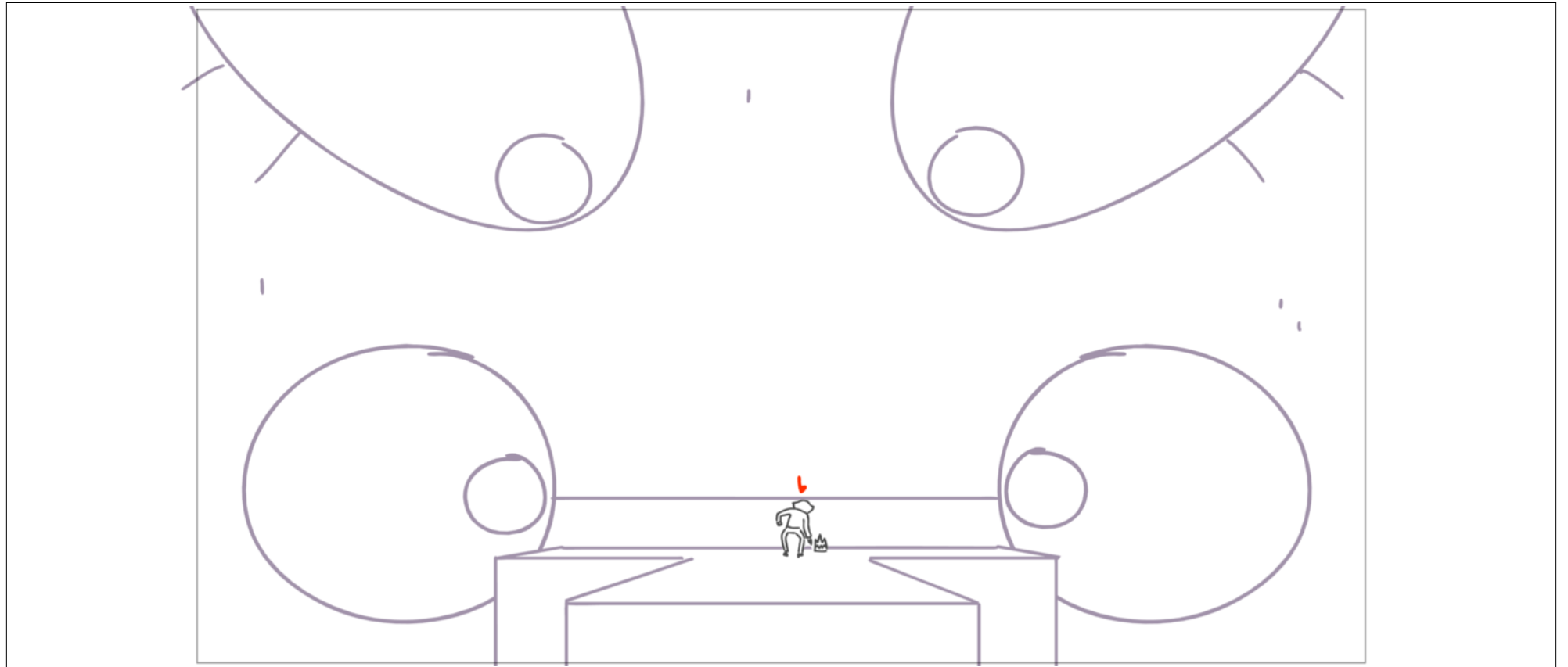


Dialog

Action Notes

S puts the CROWN down

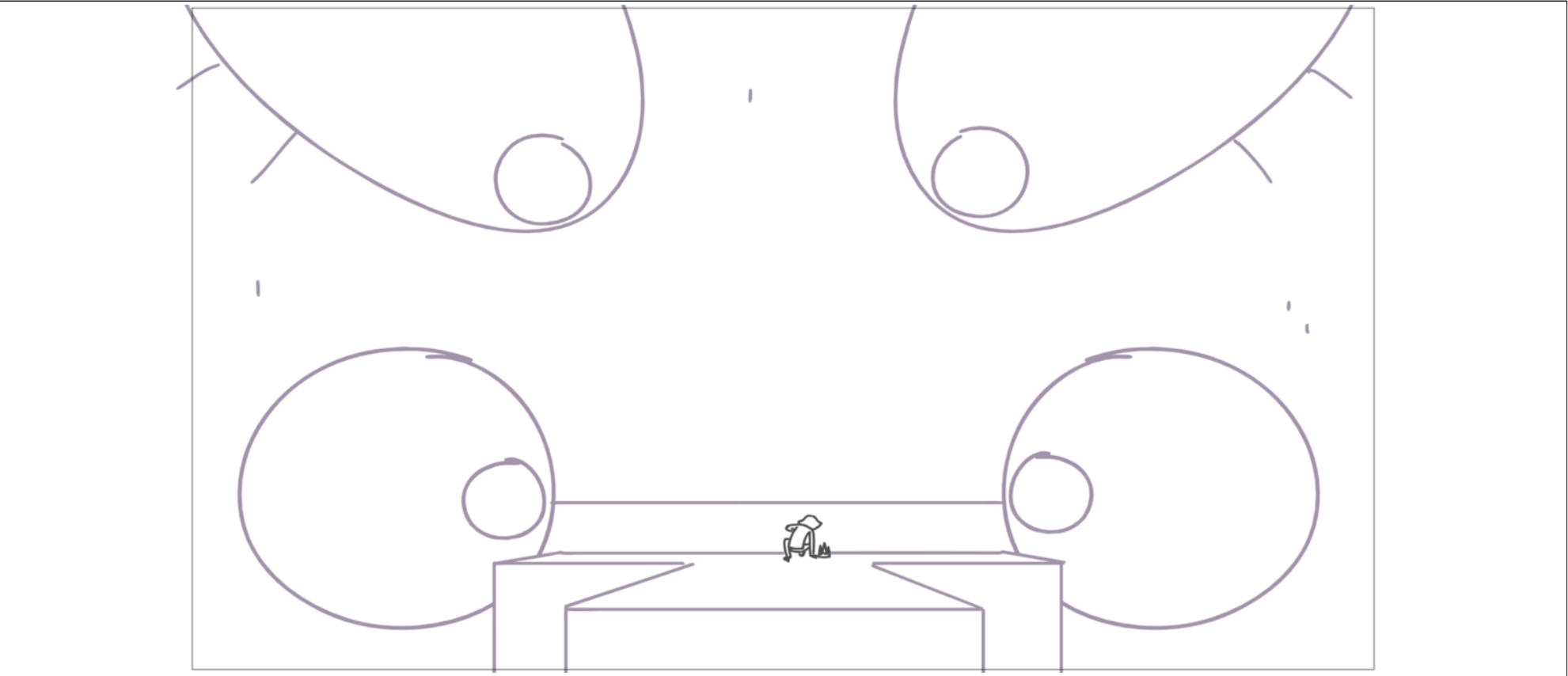
Scene	Feet : Frames	Panel / Total	Feet : Frames
86	00:08	5 / 8	00:01



Dialog

Action Notes  
he bends down to sit

Scene	Feet : Frames	Panel / Total	Feet : Frames
86	00:08	6 / 8	00:01



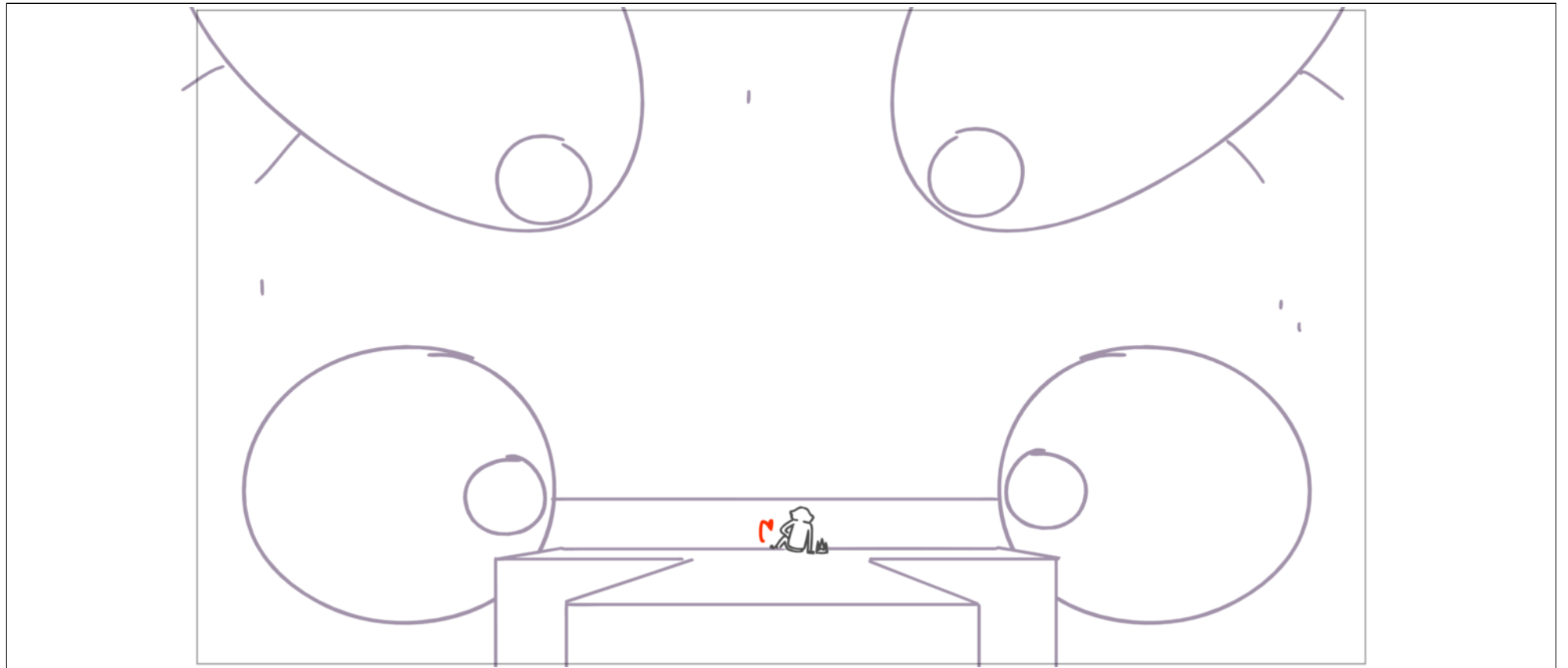
Dialog

Action Notes

and sits



Scene	Feet : Frames	Panel / Total	Feet : Frames
86	00:08	7 / 8	00:01

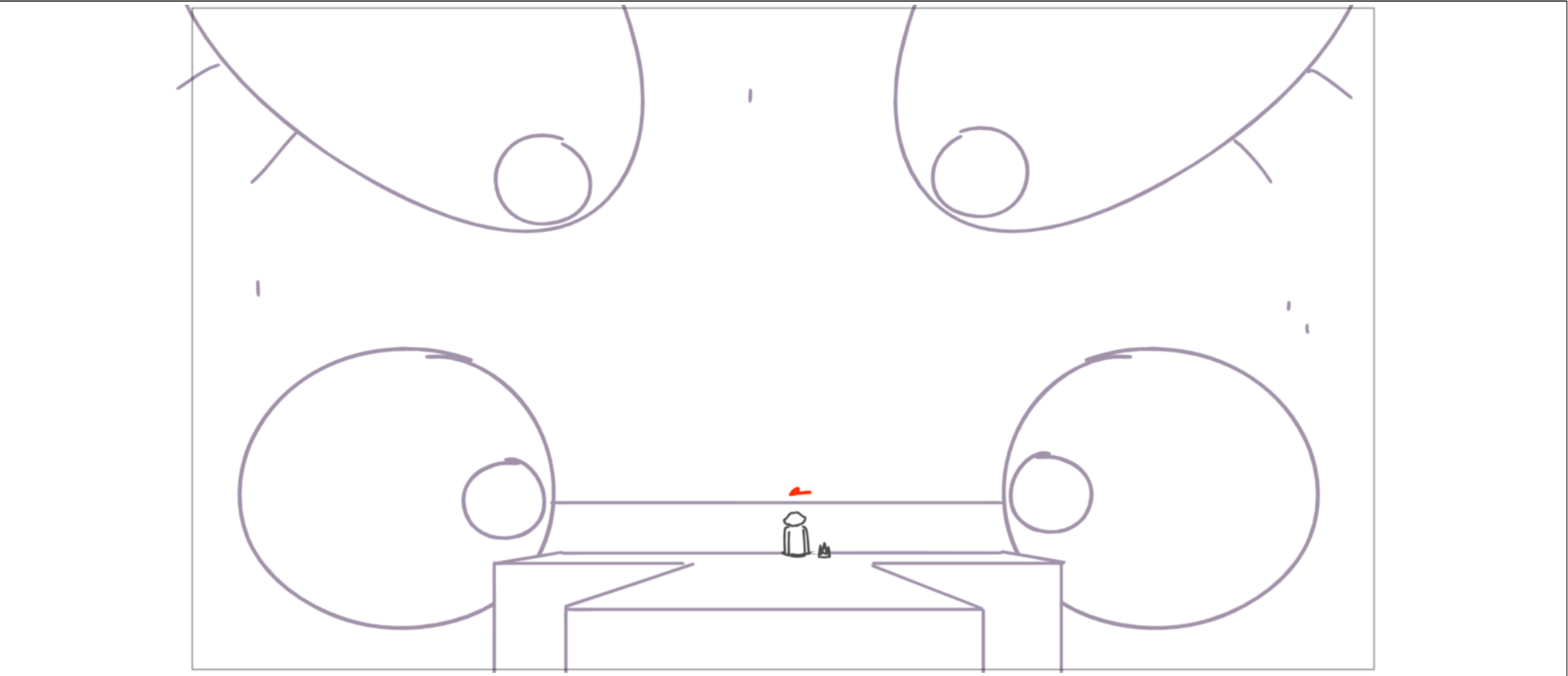


Dialog

Action Notes

he brings his left foot over the edge of the block

Scene	Feet : Frames	Panel / Total	Feet : Frames
86	00:08	8 / 8	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
87	00:07	1 / 7	00:01



Dialog

Action Notes  
H//U SIMON sitting

Scene	Feet : Frames	Panel / Total	Feet : Frames
87	00:07	2 / 7	00:01



Dialog

S:  
When I first did the ritual...

Action Notes

his expression becomes sorrowful

Scene	Feet : Frames	Panel / Total	Feet : Frames
87	00:07	3 / 7	00:01



Dialog

S:  
... I just wanted to come here and tell you that..

Action Notes

He looks up at Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
87	00:07	4 / 7	00:01



Dialog

S:  
... apologize face-to-face.

Action Notes

he lowers his gaze

Scene	Feet : Frames	Panel / Total	Feet : Frames
87	00:07	5 / 7	00:01



Dialog

Action Notes  
he leans forward and sits a beat

Scene	Feet : Frames	Panel / Total	Feet : Frames
87	00:07	6 / 7	00:01



Dialog

Action Notes  
he smiles slightly



Scene	Feet : Frames	Panel / Total	Feet : Frames
87	00:07	7 / 7	00:01



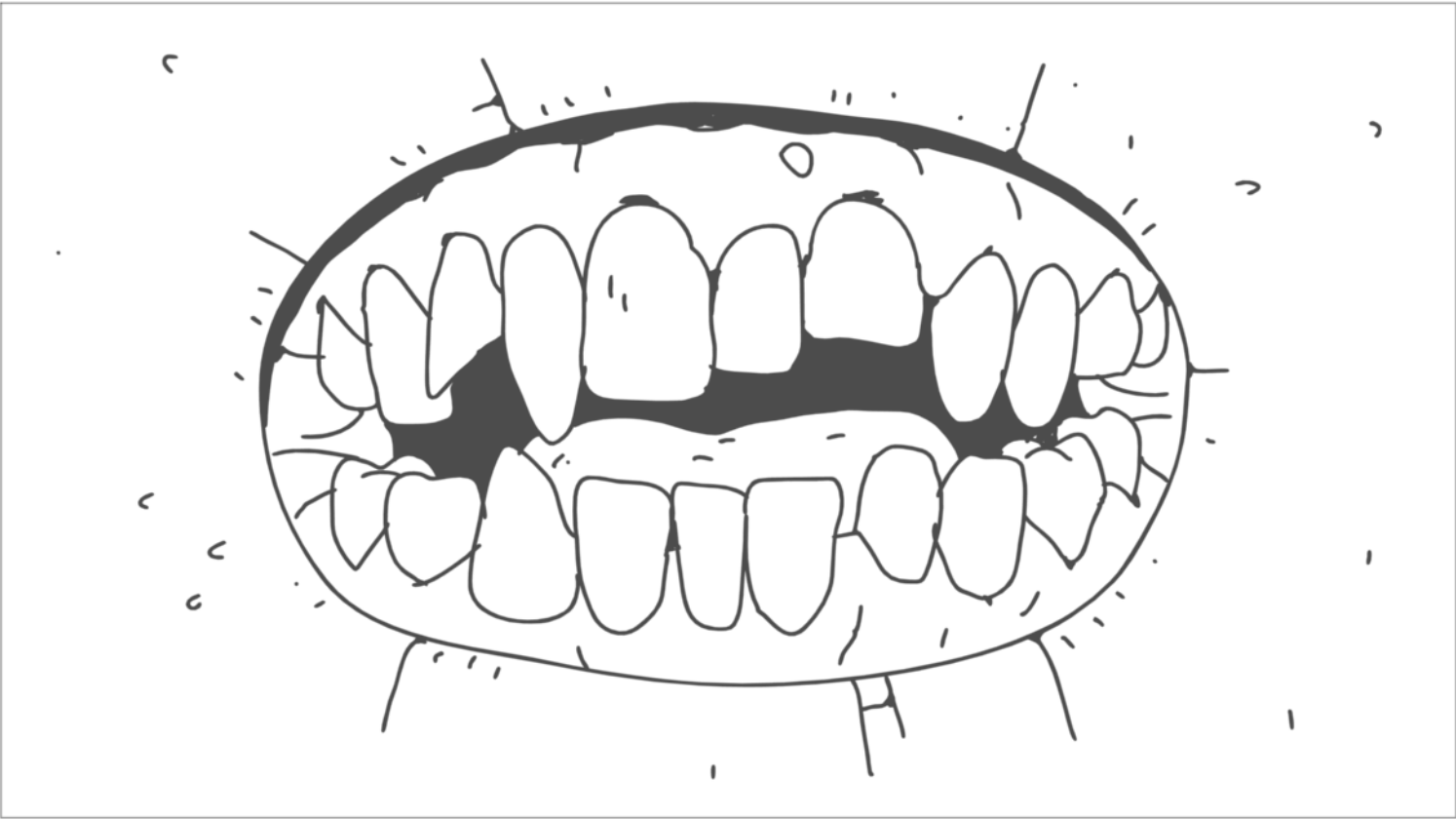
Dialog

S:  
I thought maybe you'd eat me afterwards ...

Action Notes

he looks up at Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
88	00:01	1 / 1	00:01



Dialog

Action Notes

angle on GOLB's mouth

Scene Layout

89

Feet : Frames

00:05



Dialog

S:  
maybe in some weird way, we'd be together again.

Action Notes

CAM DRIFT IN ON SIMON  
he looks forward into the middle distance, talking, thinking aloud

Scene	Feet : Frames	Panel / Total	Feet : Frames
89	00:05	1 / 5	00:01



Dialog

S:  
maybe in some weird way, we'd be together again.

Action Notes

CAM DRIFT IN ON SIMON  
he looks forward into the middle distance, talking, thinking aloud

Scene	Feet : Frames	Panel / Total	Feet : Frames
89	00:05	2 / 5	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
89	00:05	3 / 5	00:01



Dialog

Action Notes

SIMON lowers his head a little

Scene	Feet : Frames	Panel / Total	Feet : Frames
89	00:05	4 / 5	00:01



Dialog

**S:**  
But then something else happened.

Action Notes

**CAM STOP**  
His expression becomes a bit more resolute.

Scene	Feet : Frames	Panel / Total	Feet : Frames
89	00:05	5 / 5	00:01



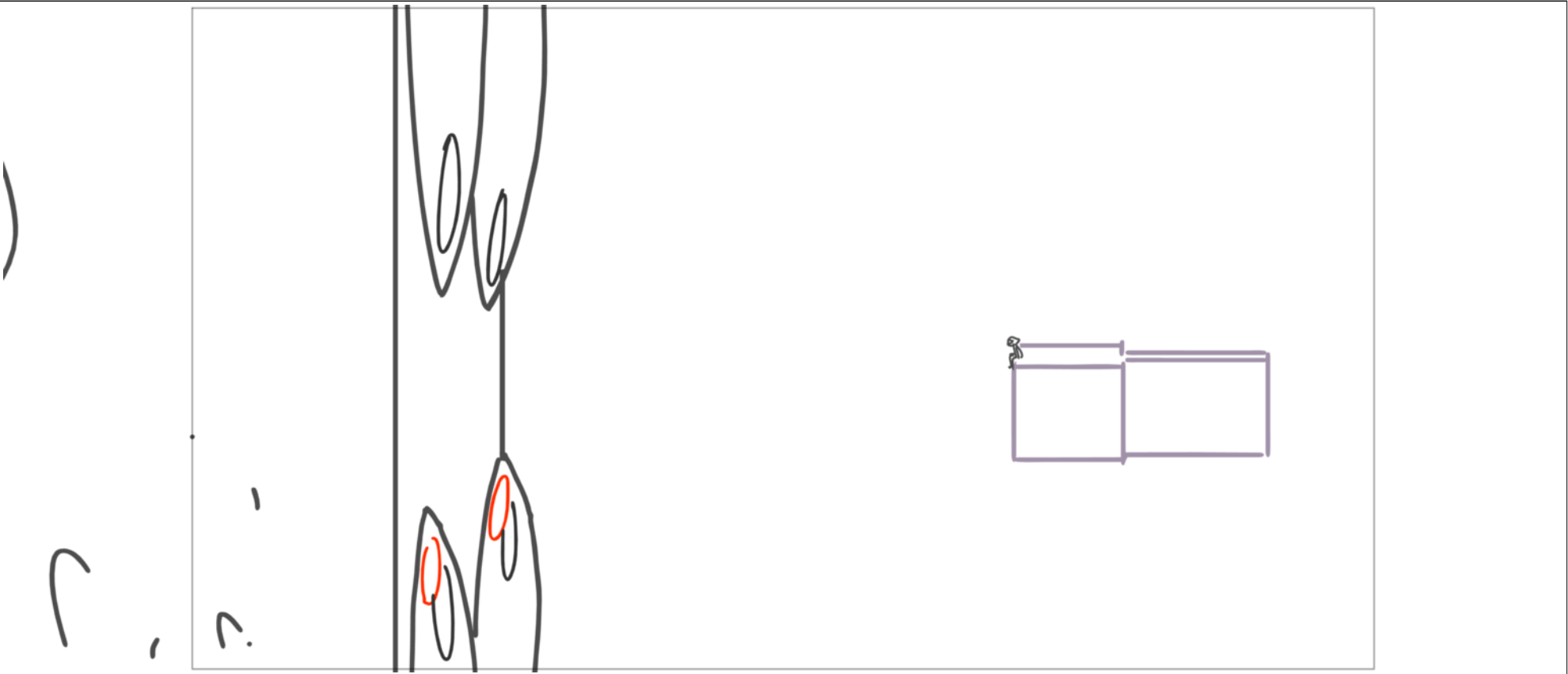
Dialog

Action Notes

beat



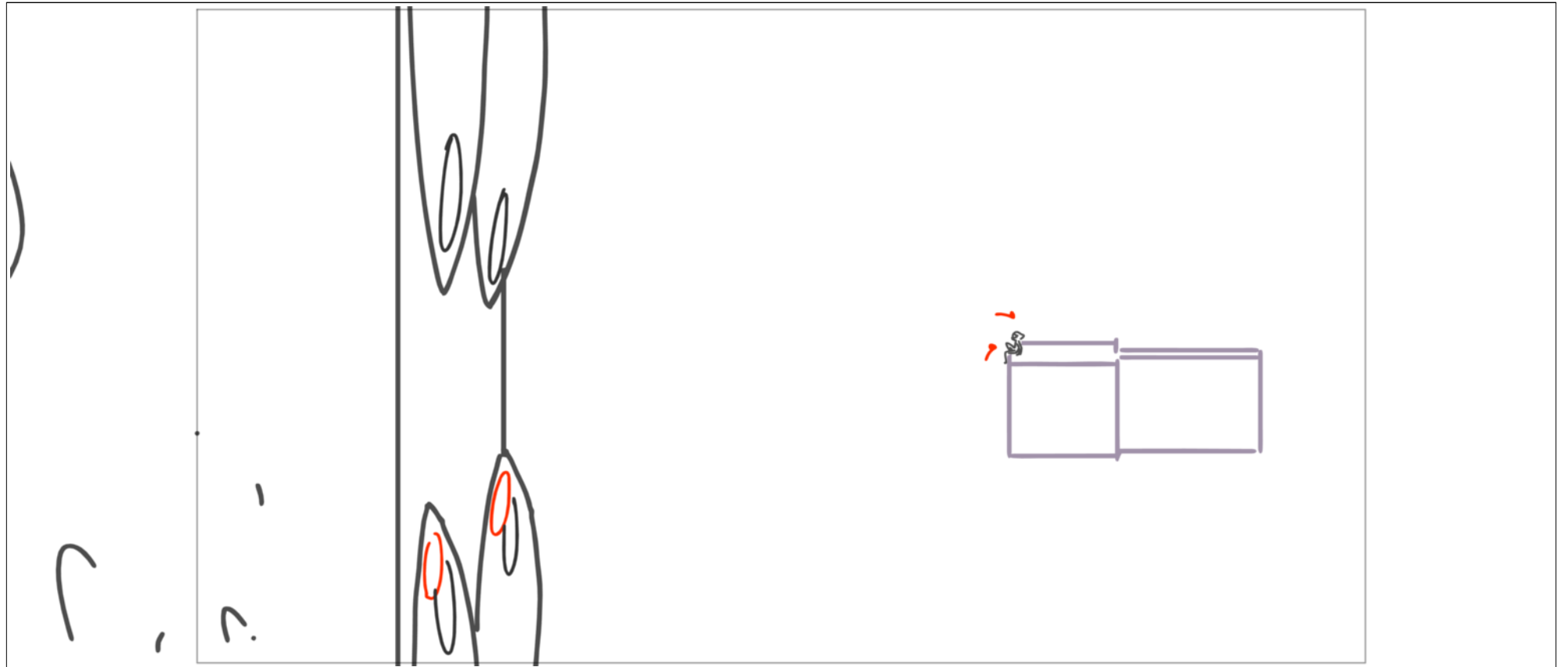
Scene	Feet : Frames	Panel / Total	Feet : Frames
90	00:07	1 / 7	00:01



Dialog

Action Notes

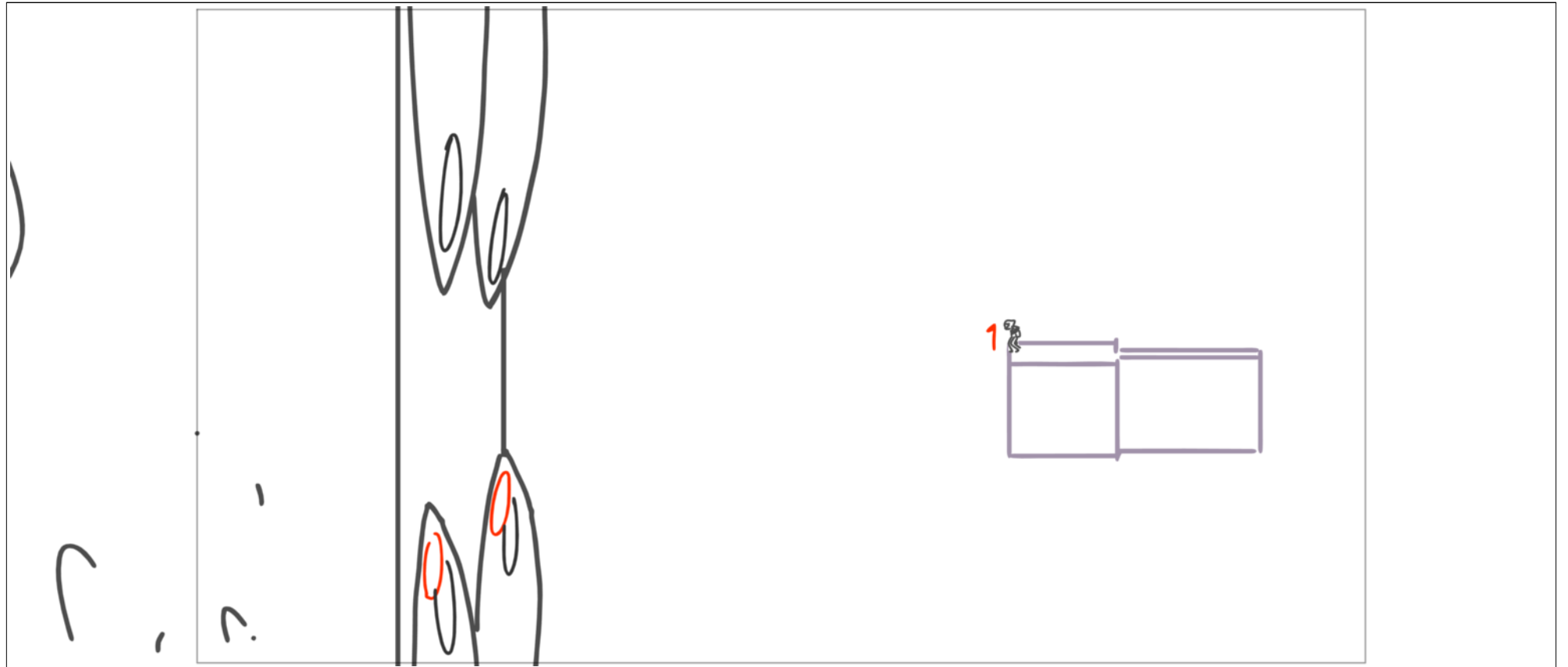
Scene	Feet : Frames	Panel / Total	Feet : Frames
90	00:07	2 / 7	00:01



Dialog

Action Notes  
SIMON lifts his right foot to stand

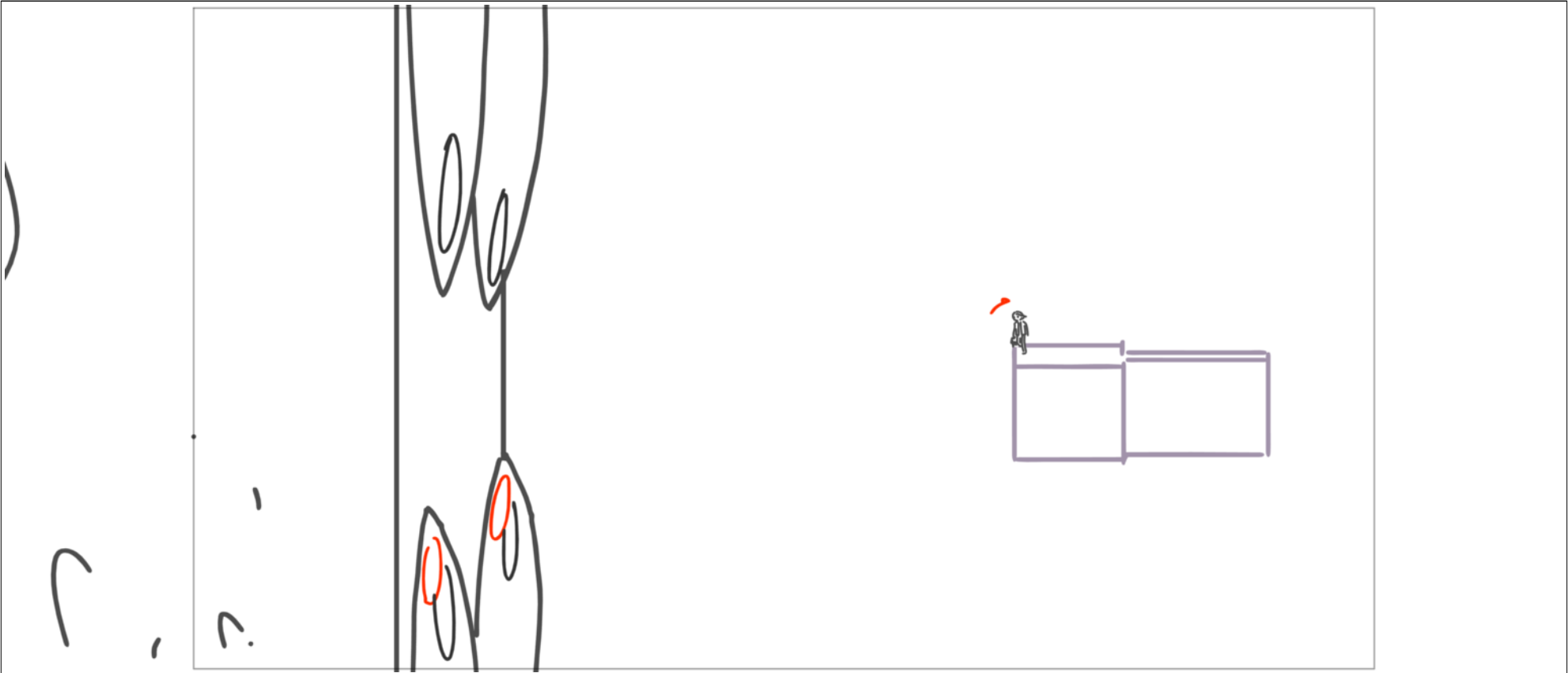
Scene	Feet : Frames	Panel / Total	Feet : Frames
90	00:07	3 / 7	00:01



Dialog

Action Notes  
S stands

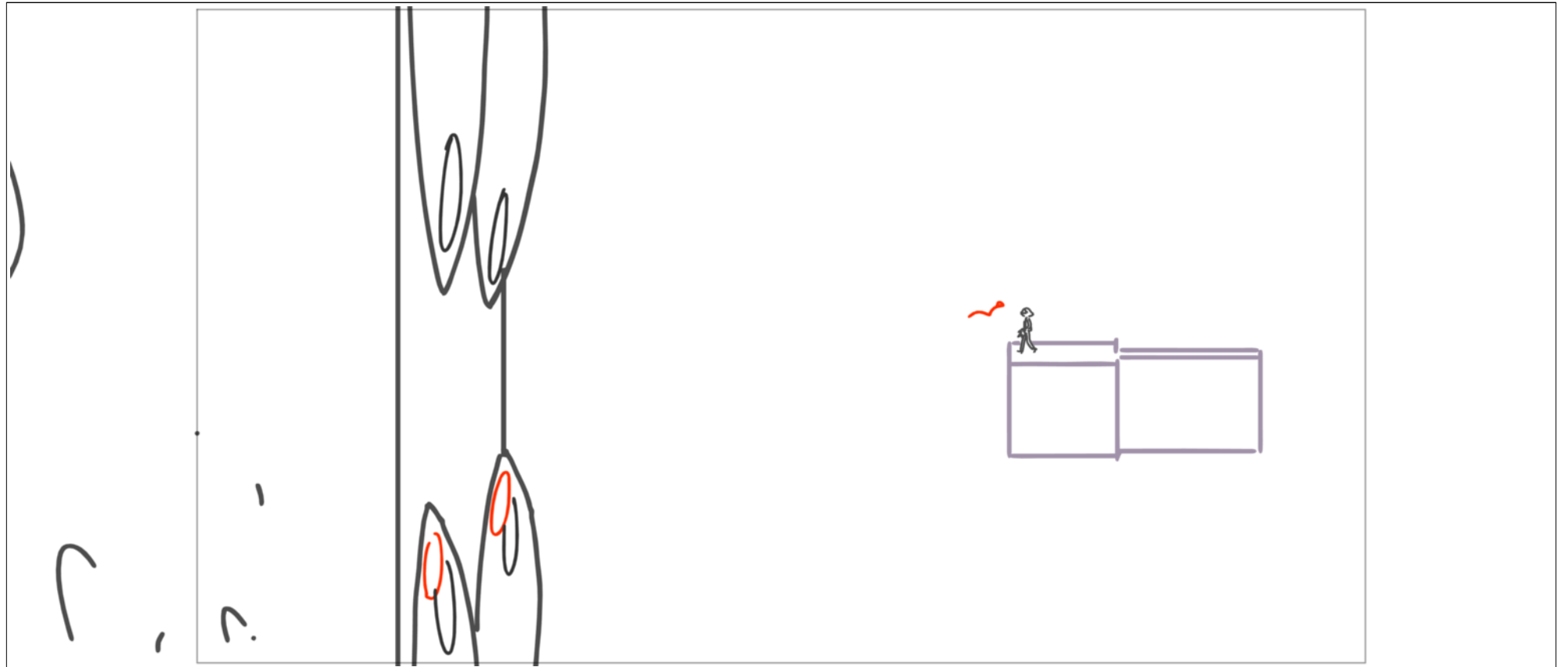
Scene	Feet : Frames	Panel / Total	Feet : Frames
90	00:07	4 / 7	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
90	00:07	5 / 7	00:01



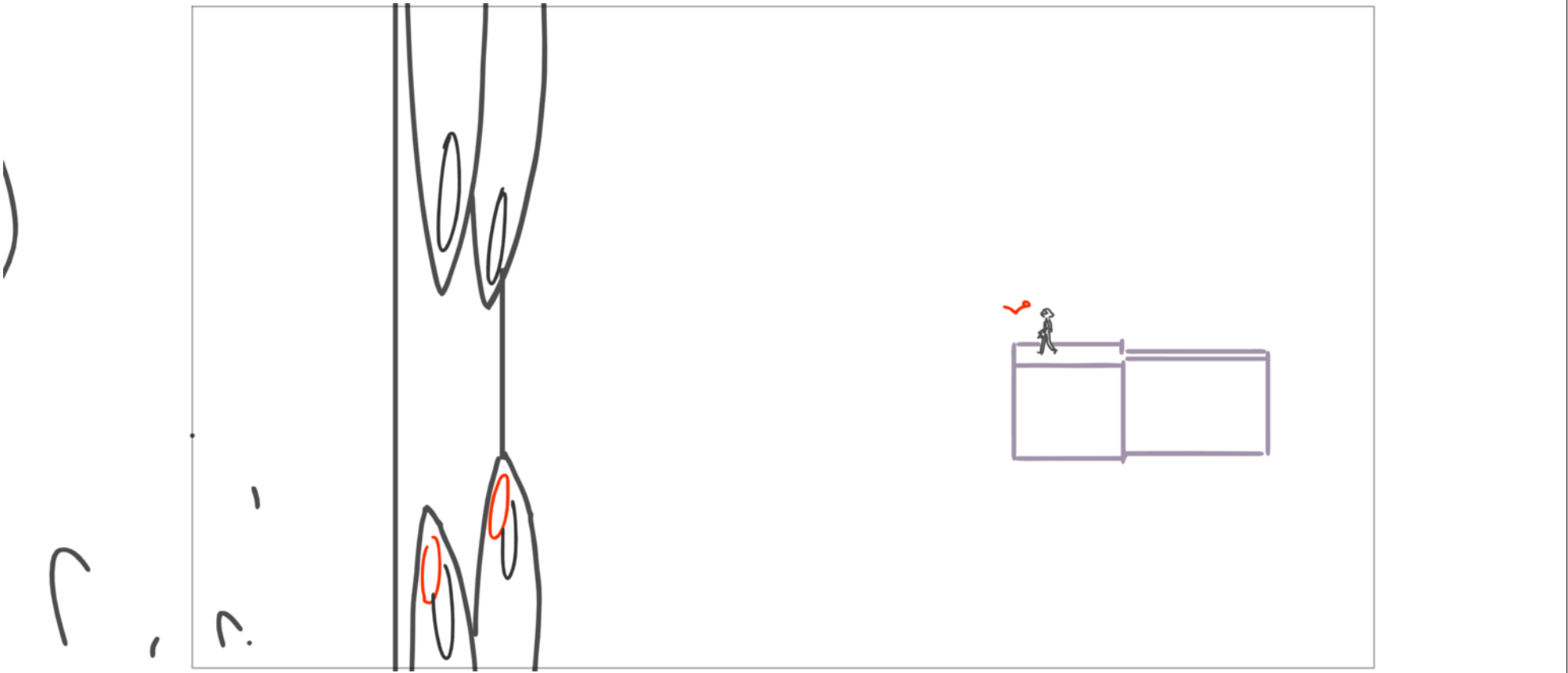
Dialog

I met two people who really needed my help:

Action Notes

he takes some steps backwards, looking at GOLB

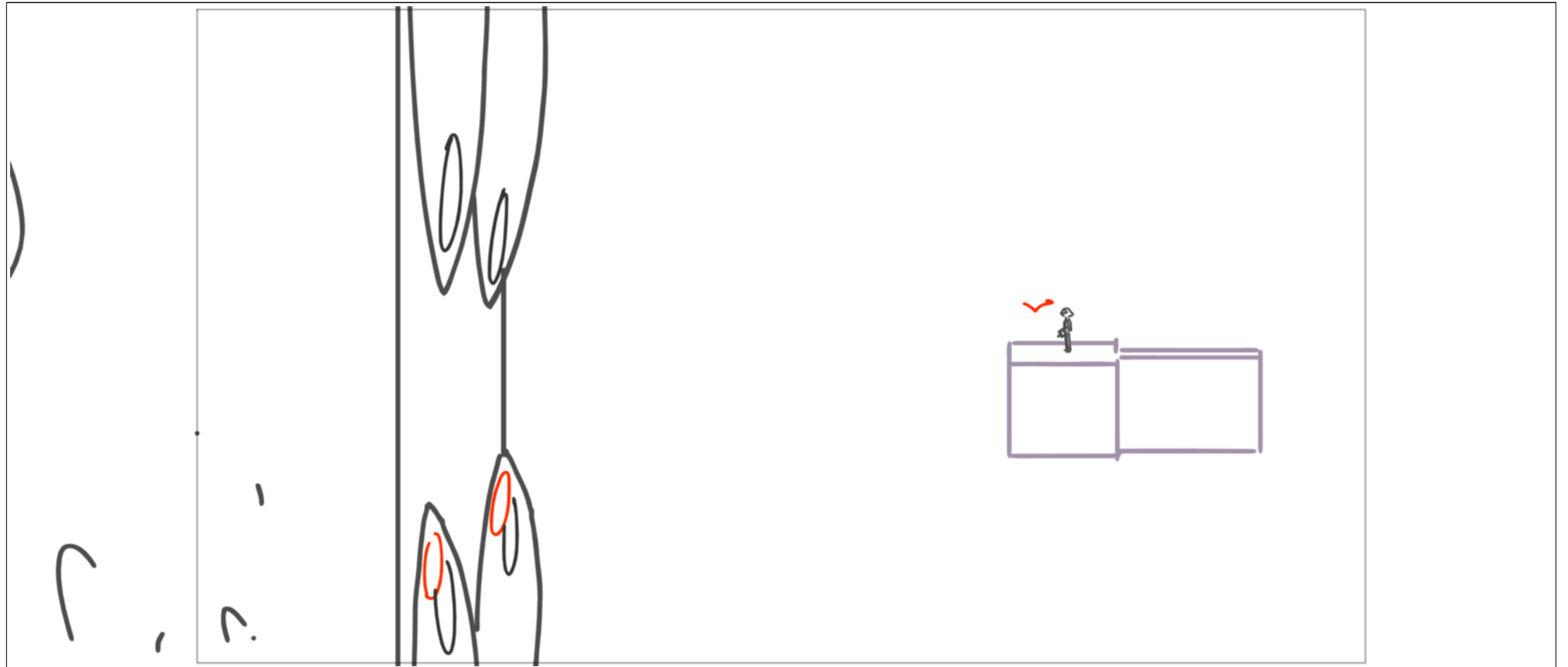
Scene	Feet : Frames	Panel / Total	Feet : Frames
90	00:07	6 / 7	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
90	00:07	7 / 7	00:01



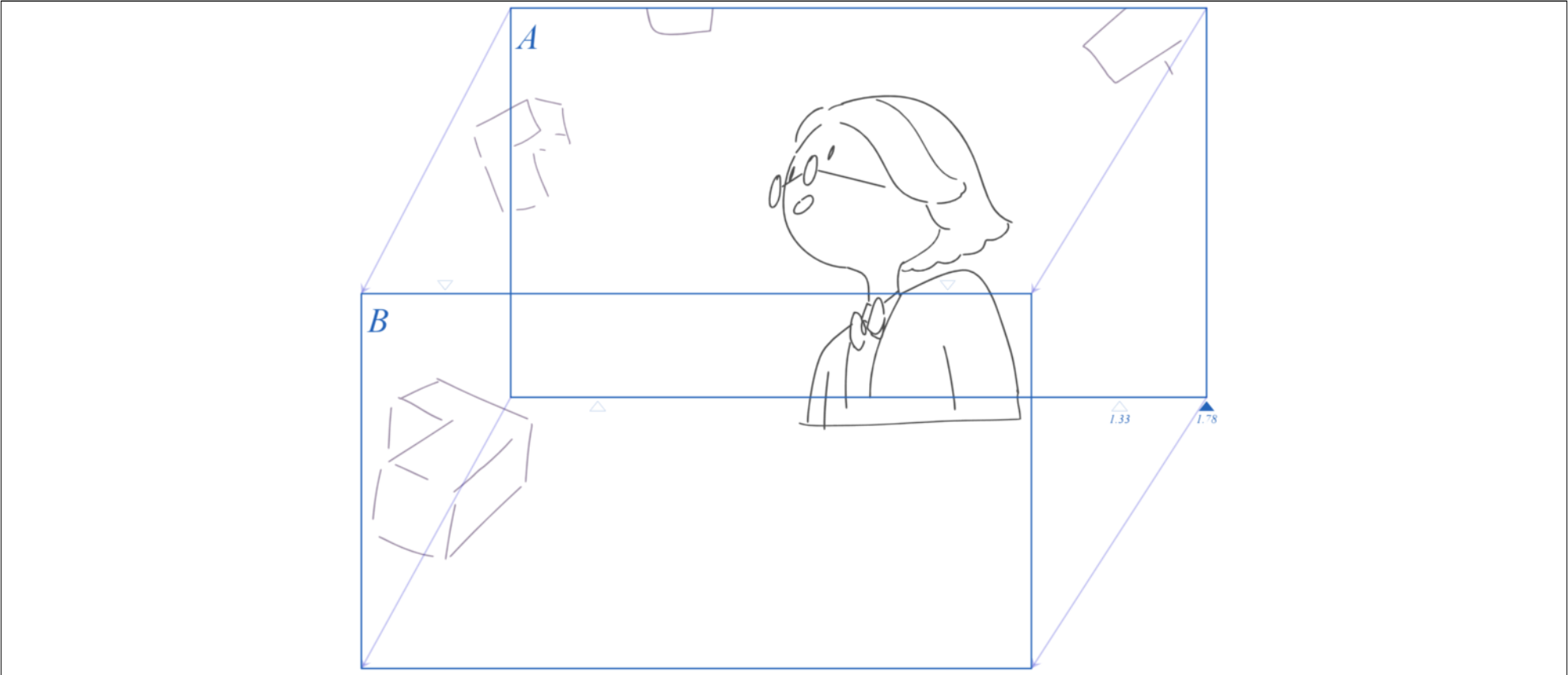
Dialog

**SIMON:**  
I met two people who really needed my help:

Action Notes

he stops walking

Scene Layout	Feet : Frames
91	00:09



Dialog

S:  
... Fiona and Cake.

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
91	00:09	1 / 9	00:01



Dialog

S:  
... Fiona and Cake.

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
91	00:09	2 / 9	00:01



Dialog

S:

They're brave, and funny and headstrong.

Action Notes

he looks down with a fond smile

Scene	Feet : Frames	Panel / Total	Feet : Frames
91	00:09	3 / 9	00:01



Dialog

Action Notes

beat

Scene	Feet : Frames	Panel / Total	Feet : Frames
91	00:09	4 / 9	00:01



Dialog

S:  
You would have liked them.

Action Notes

he looks back up to Golb O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
91	00:09	5 / 9	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
91	00:09	6 / 9	00:01



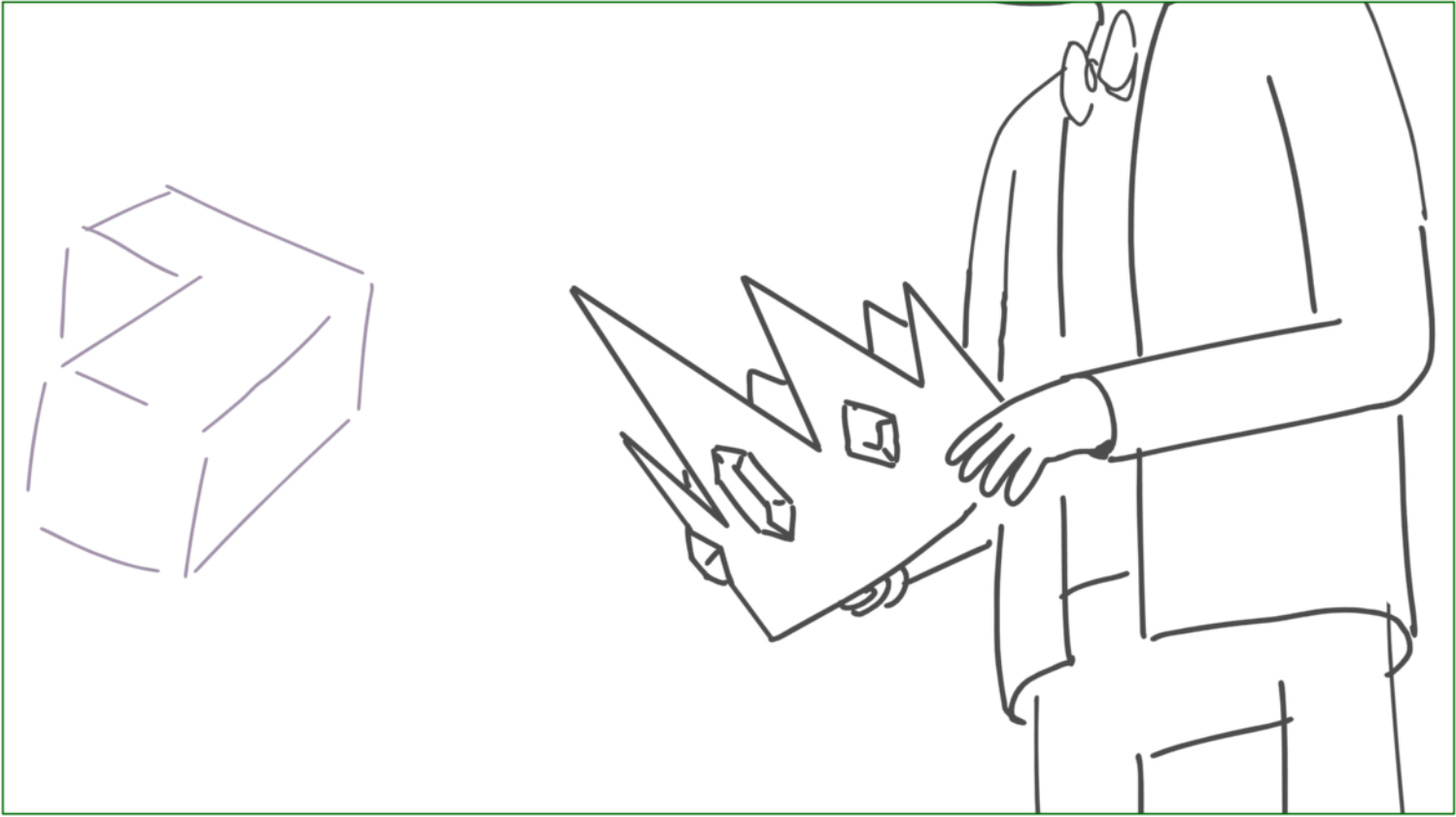
Dialog

**S:**  
They'll use a second chance better than I ever did.

Action Notes

CAM ADJ down as SIMON looks down to the CROWN in his hands hands.

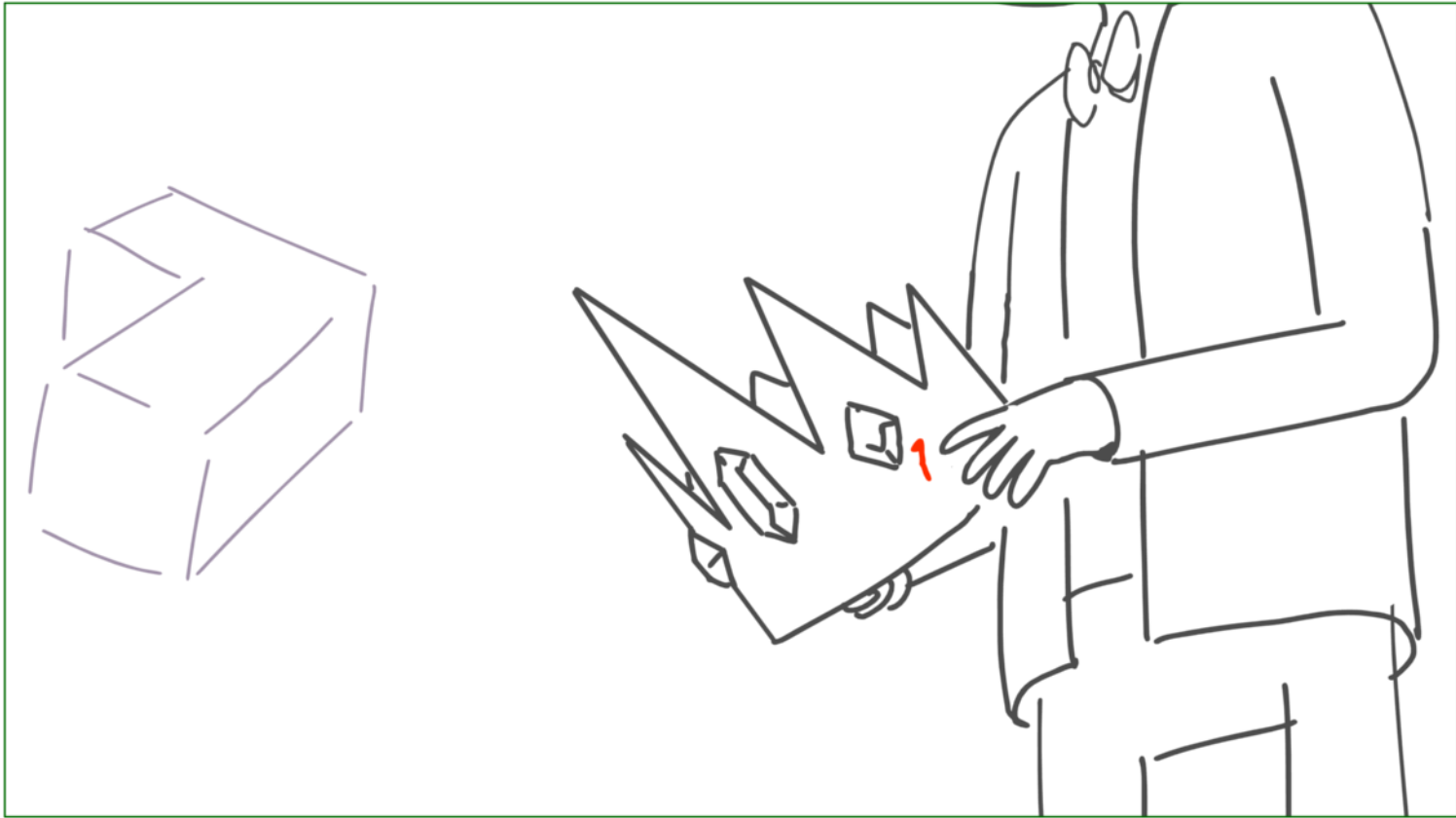
Scene	Feet : Frames	Panel / Total	Feet : Frames
91	00:09	7 / 9	00:01



Dialog

Action Notes  
CAM STOP

Scene	Feet : Frames	Panel / Total	Feet : Frames
91	00:09	8 / 9	00:01



Dialog

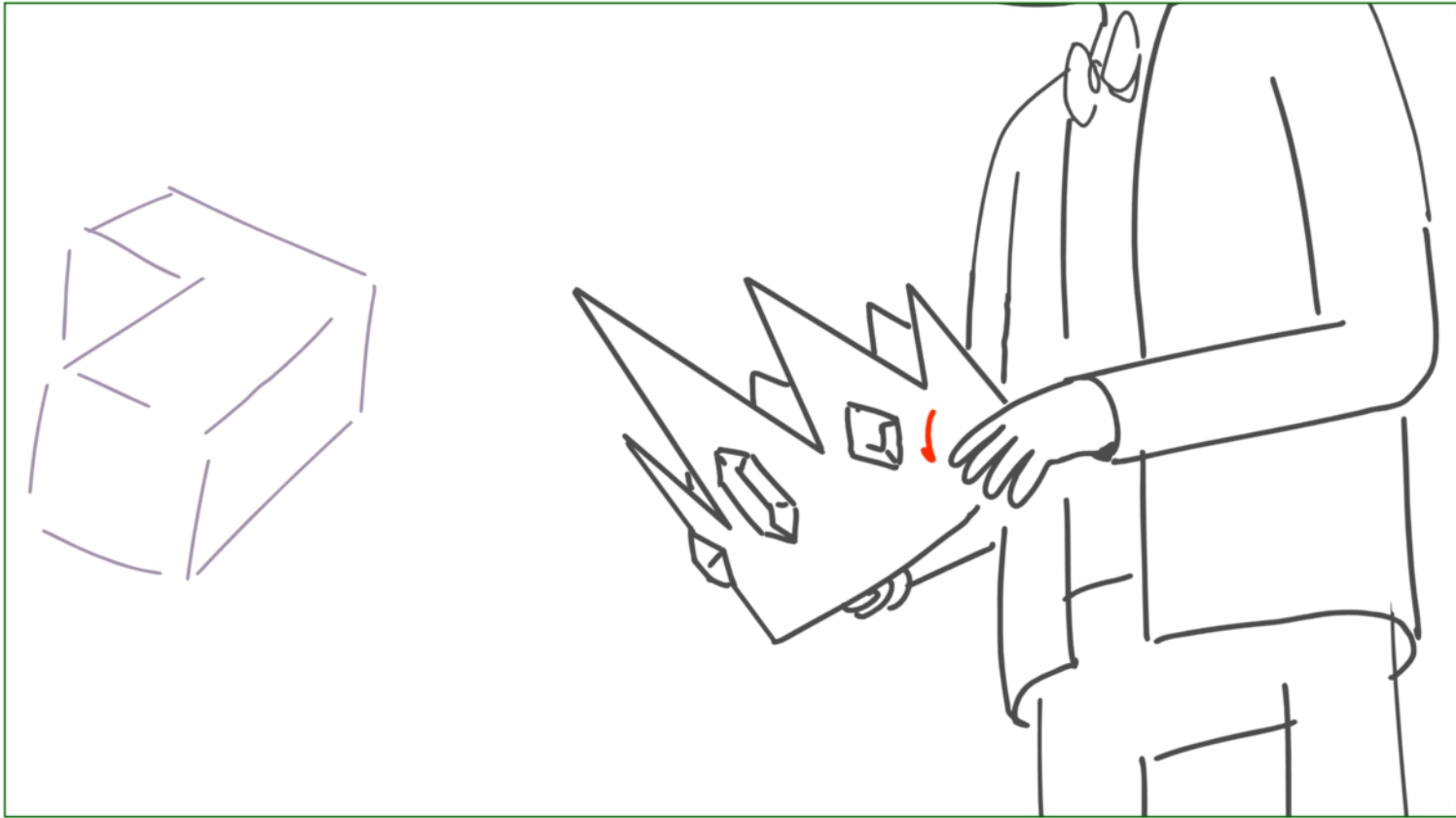
S:  
You saved me from...

Action Notes

SIMON raises his index finger



Scene	Feet : Frames	Panel / Total	Feet : Frames
91	00:09	9 / 9	00:01



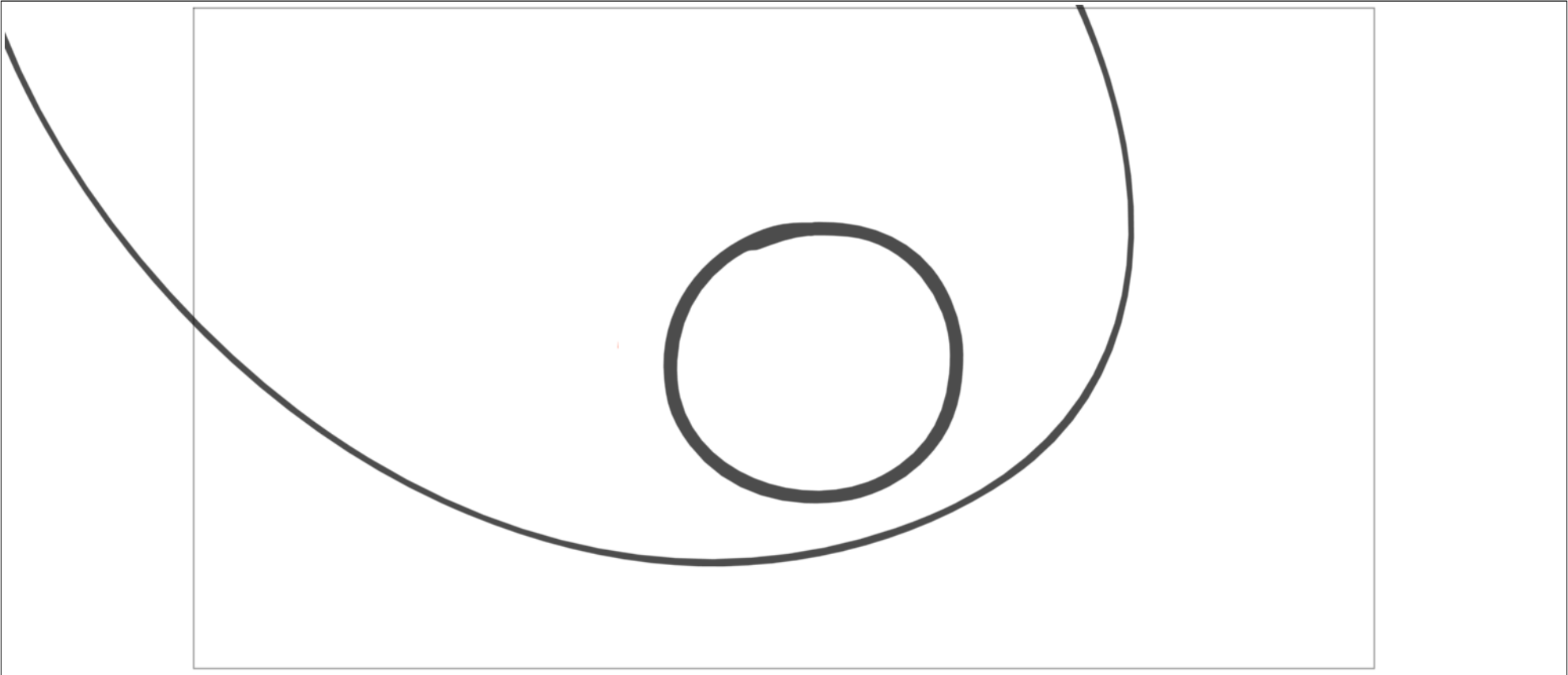
Dialog

S:  
... this curse...

Action Notes

and taps it twice on the CROWN on the words 'this curse'.

Scene	Feet : Frames	Panel / Total	Feet : Frames
92	00:02	1 / 2	00:01

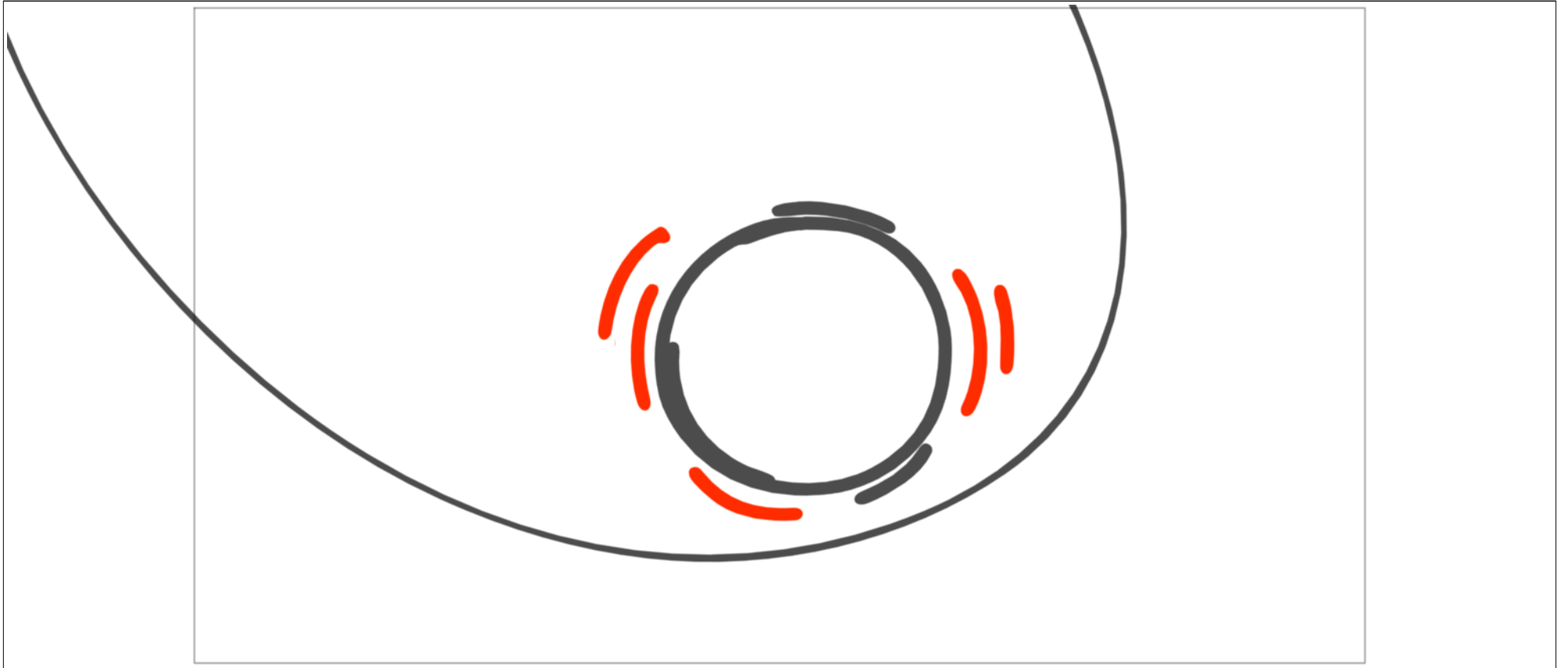


Dialog

S:  
But you of all people...

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
92	00:02	2 / 2	00:01



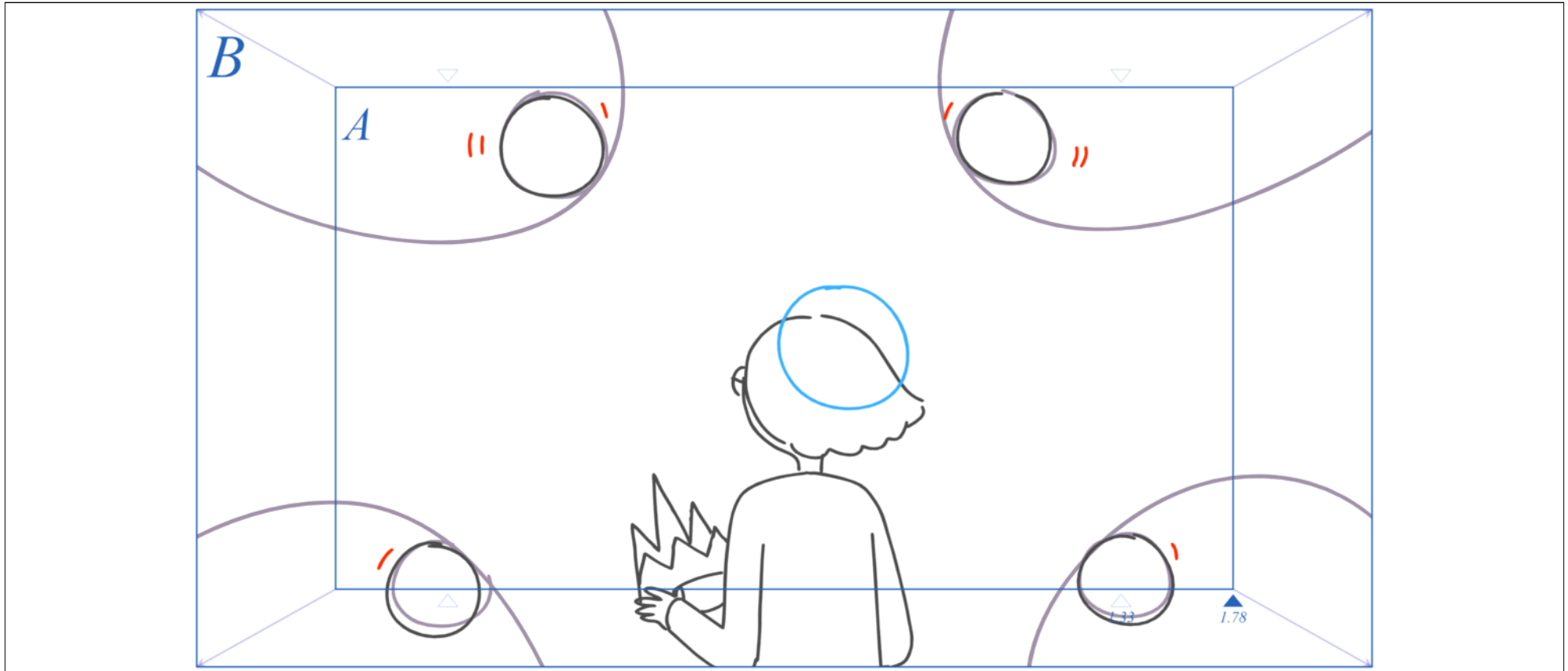
Dialog

S:  
But you of all people...

Action Notes

GOLB's pupil quivers

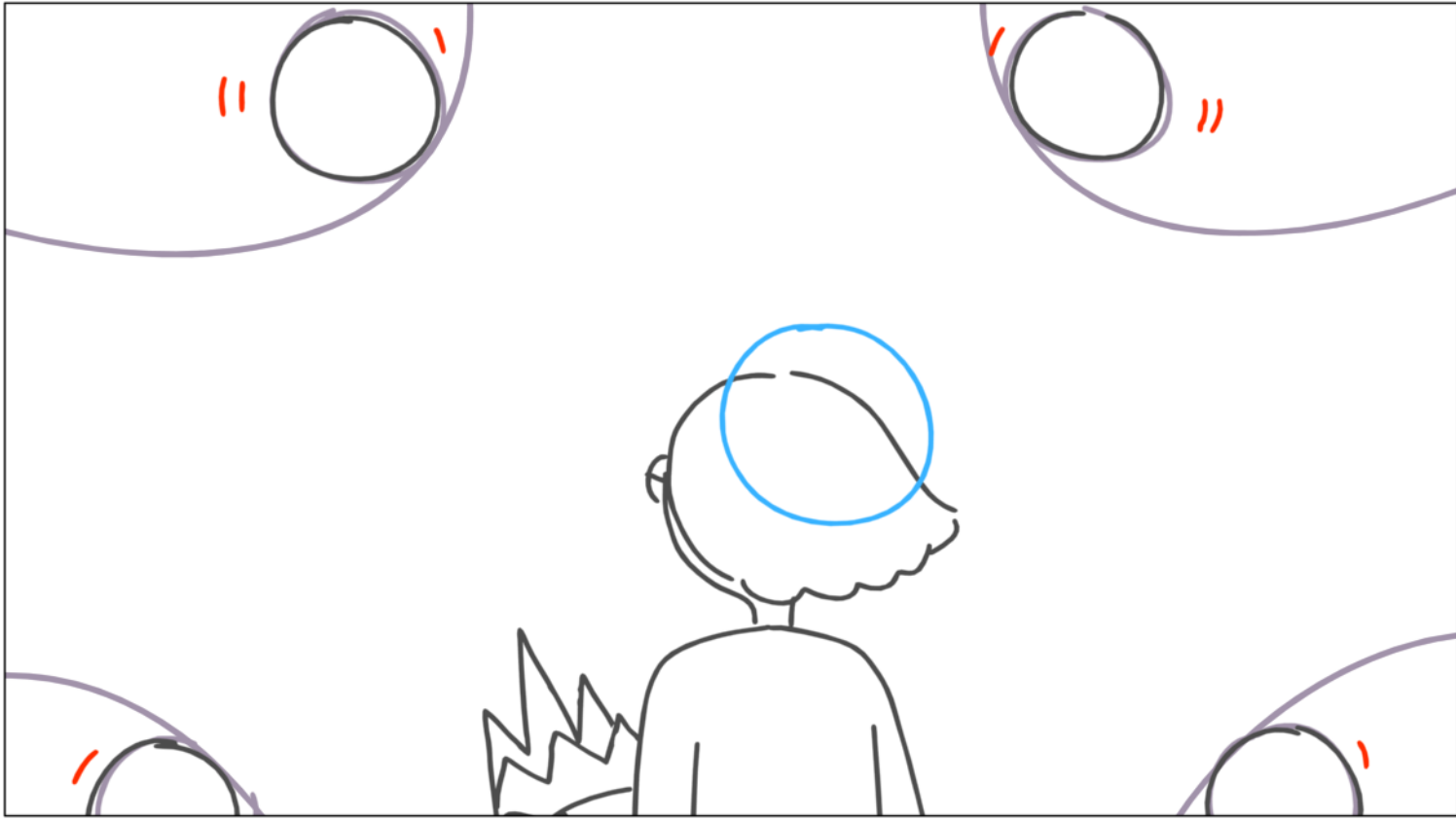
Scene Layout	Feet : Frames
93	00:09



Dialog
S: ... should understand why I must do this.

Action Notes
--------------

Scene	Feet : Frames	Panel / Total	Feet : Frames
93	00:09	1 / 9	00:01

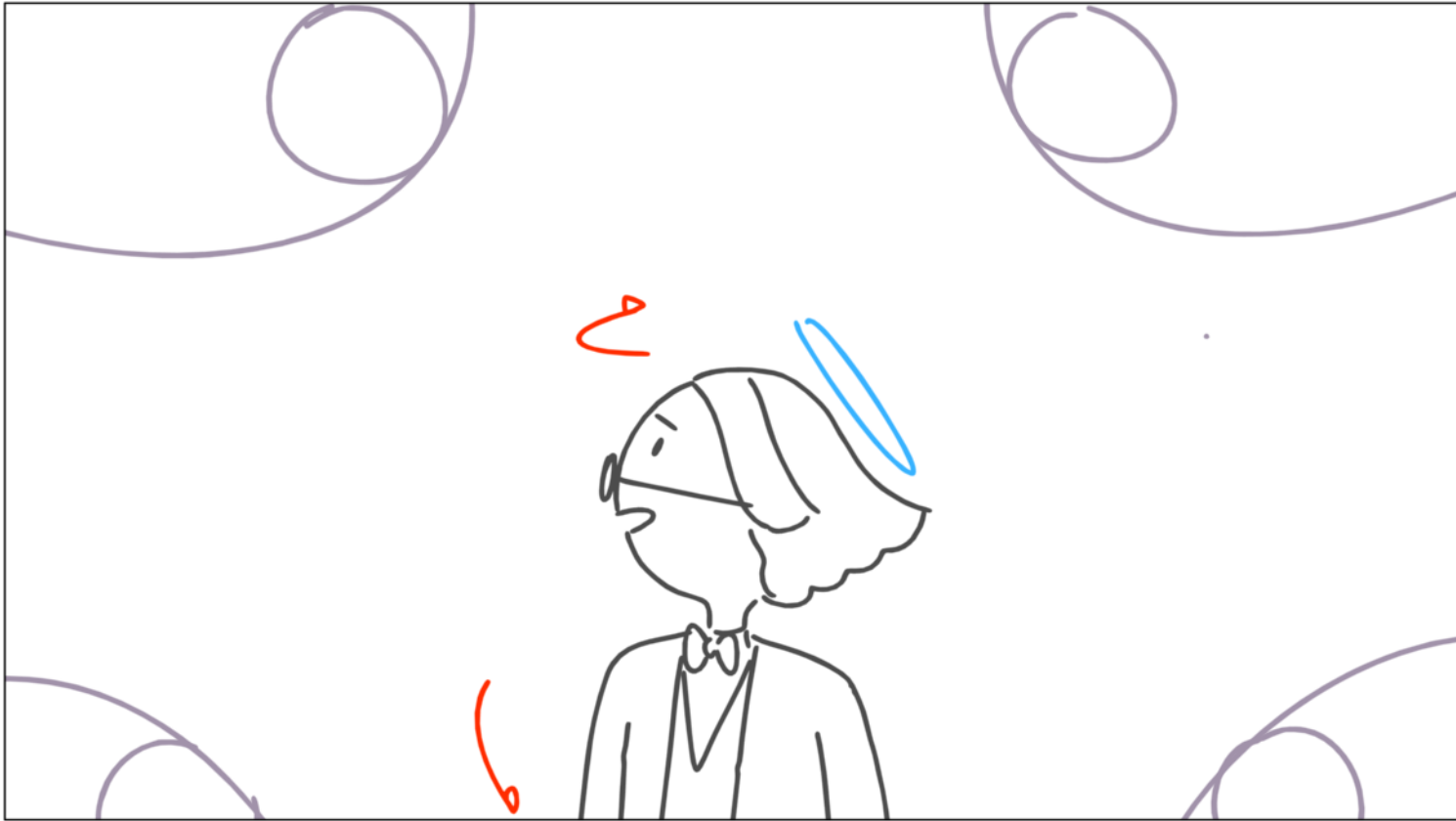


Dialog

S:  
... should understand why I must do this.

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
93	00:09	2 / 9	00:01



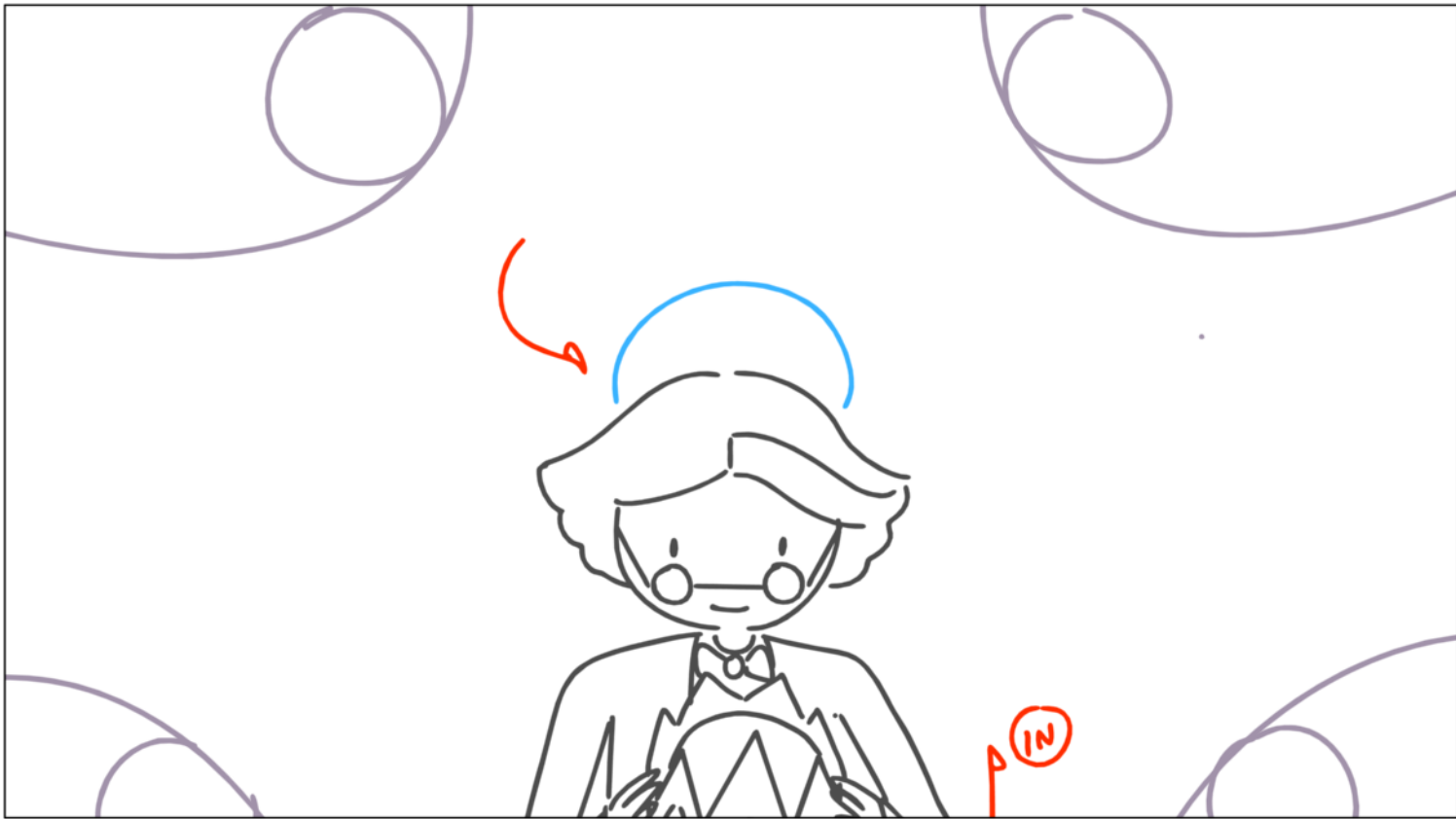
Dialog

S:  
... should understand why I must do this.

Action Notes

SIMON turns

Scene	Feet : Frames	Panel / Total	Feet : Frames
93	00:09	3 / 9	00:01



Dialog

Action Notes

SIMON lifts CROWN

Scene	Feet : Frames	Panel / Total	Feet : Frames
93	00:09	4 / 9	00:01



Dialog

**S:**

I finally have a purpose now.

**ALT:**

I've found a new purpose.

Action Notes

S raises the crown above his head



Scene	Feet : Frames	Panel / Total	Feet : Frames
93	00:09	5 / 9	00:01

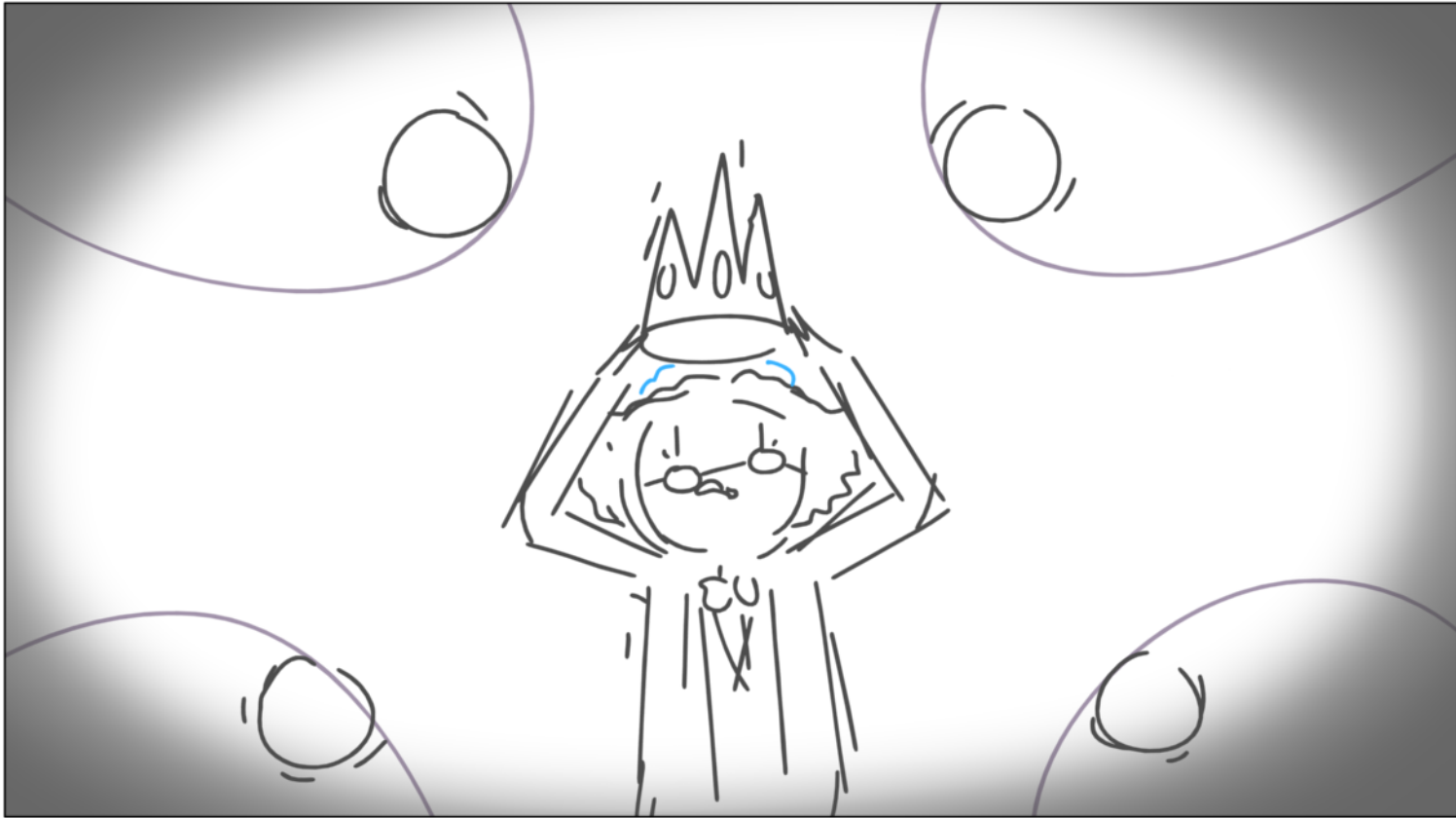


Dialog

Action Notes

He starts to lower the CROWN onto his head

Scene	Feet : Frames	Panel / Total	Feet : Frames
93	00:09	6 / 9	00:01



Dialog

S:  
(gasps)

Action Notes

CAM SLAM OUT  
SIMON'S body convulses before he's able to put the CROWN on,  
GOLB's eyes quiver

Scene	Feet : Frames	Panel / Total	Feet : Frames
93	00:09	7 / 9	00:01

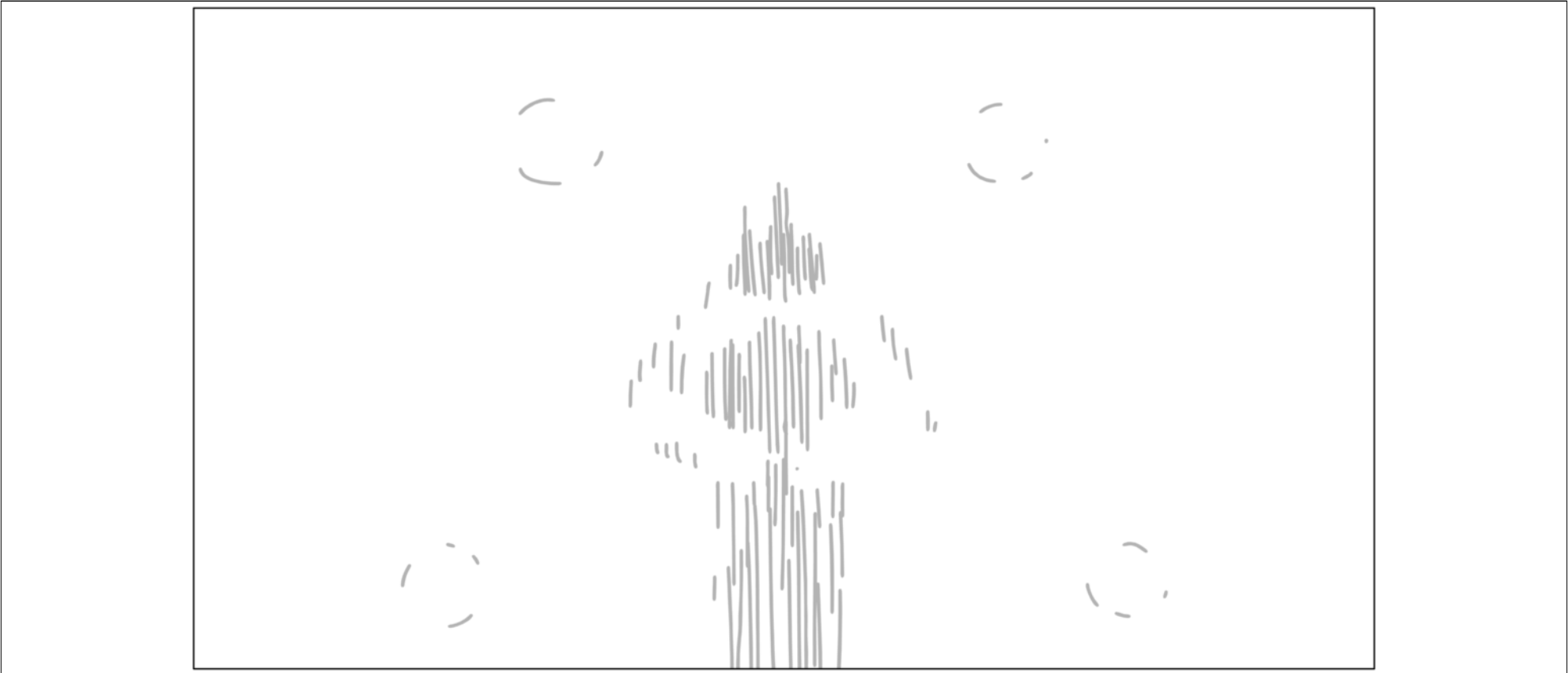


Dialog

Action Notes

GOLB's eyes glow bright and overtake the frame

Scene	Feet : Frames	Panel / Total	Feet : Frames
93	00:09	8 / 9	00:01

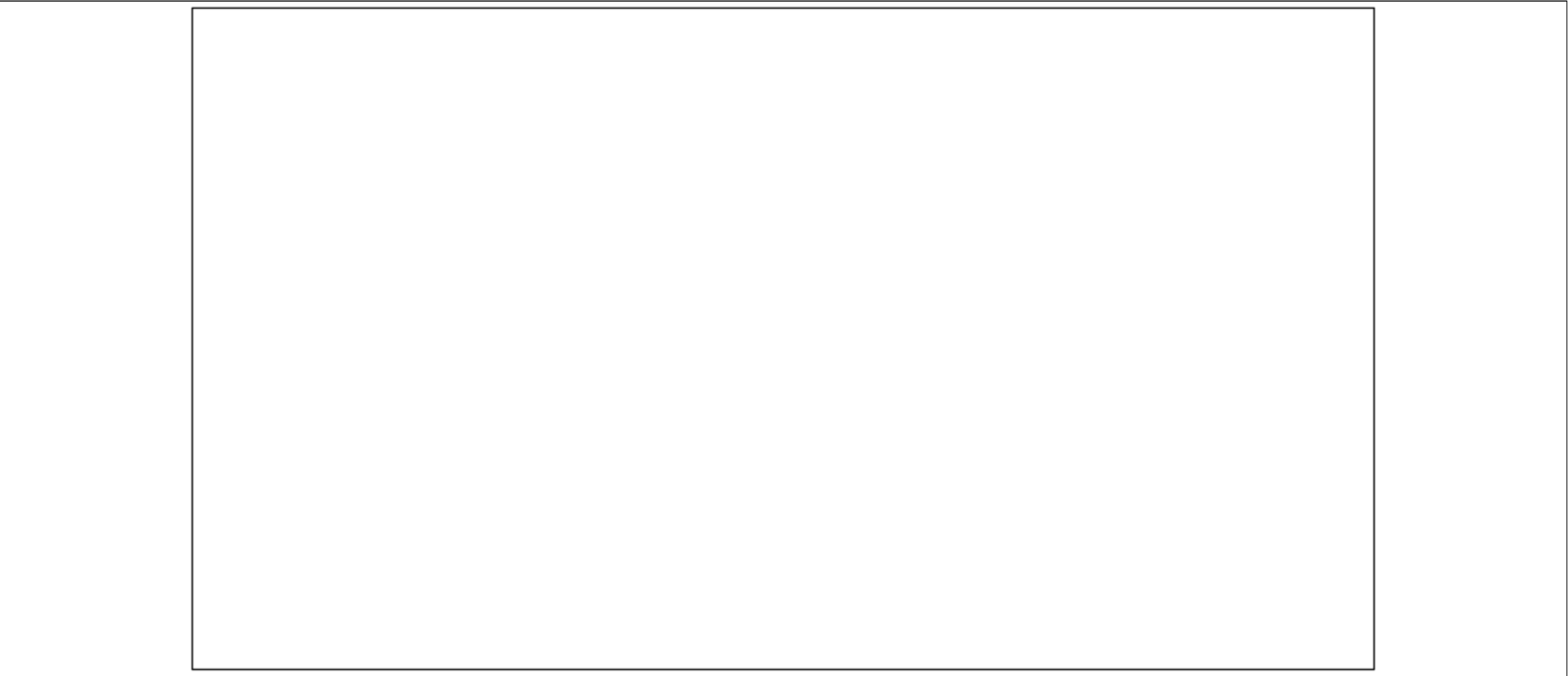


Dialog

Action Notes

the silhouette of SIMON fadesOUT

Scene	Feet : Frames	Panel / Total	Feet : Frames
93	00:09	9 / 9	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
94	00:02	1 / 2	00:01

009  
BEAT  
7

Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
94	00:02	2 / 2	00:01



Dialog

S:  
.. HEAR ME...

Action Notes

SFX: \*DOOM\*  
ANGLE on GOLB looking at black with SIMON standing frozen

Scene	Feet : Frames	Panel / Total	Feet : Frames
95	00:02	1 / 2	00:01



Dialog

S:  
... BETTY?!

Action Notes

H/U SIMON  
SIMON holds crown over his head unmoving except speaking trance-like.



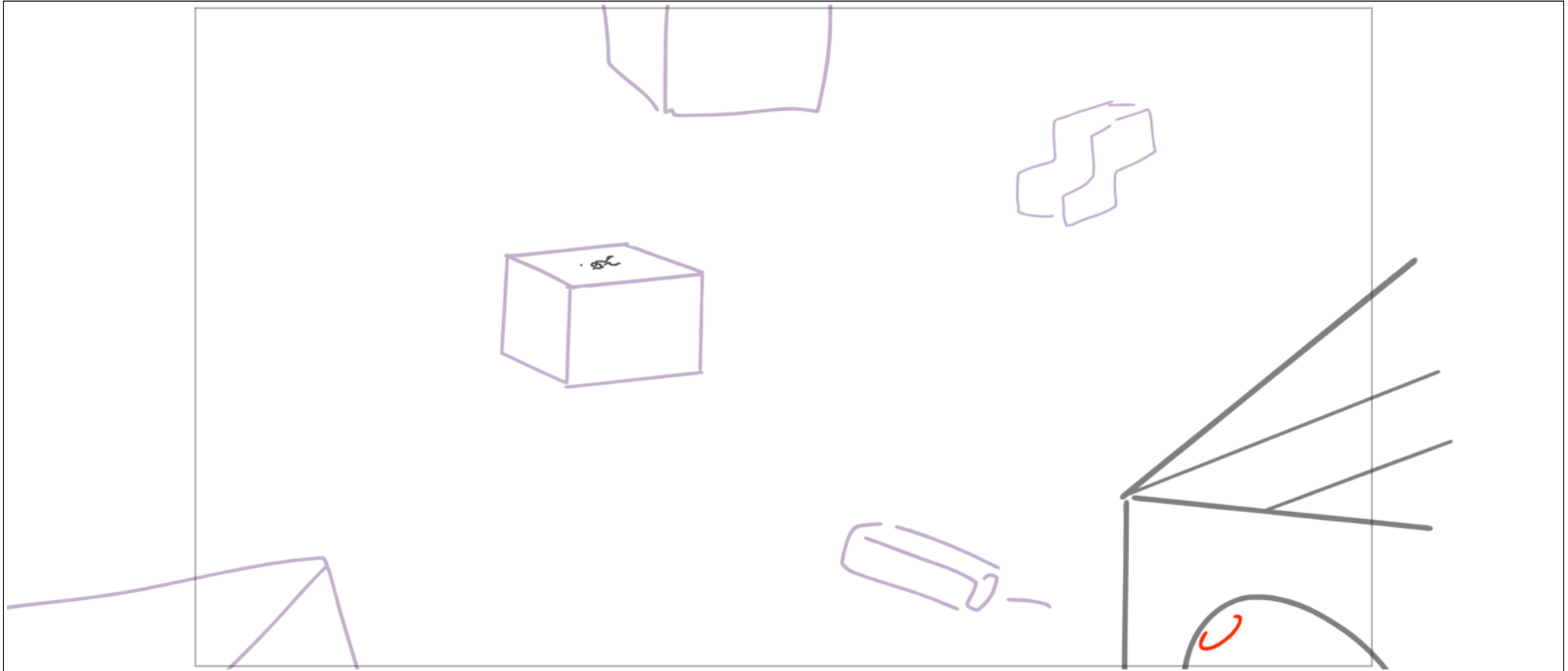
Scene	Feet : Frames	Panel / Total	Feet : Frames
95	00:02	2 / 2	00:01



Dialog

Action Notes  
SIMON's face becomes blank, tance-like

Scene	Feet : Frames	Panel / Total	Feet : Frames
96	00:01	1 / 1	00:01



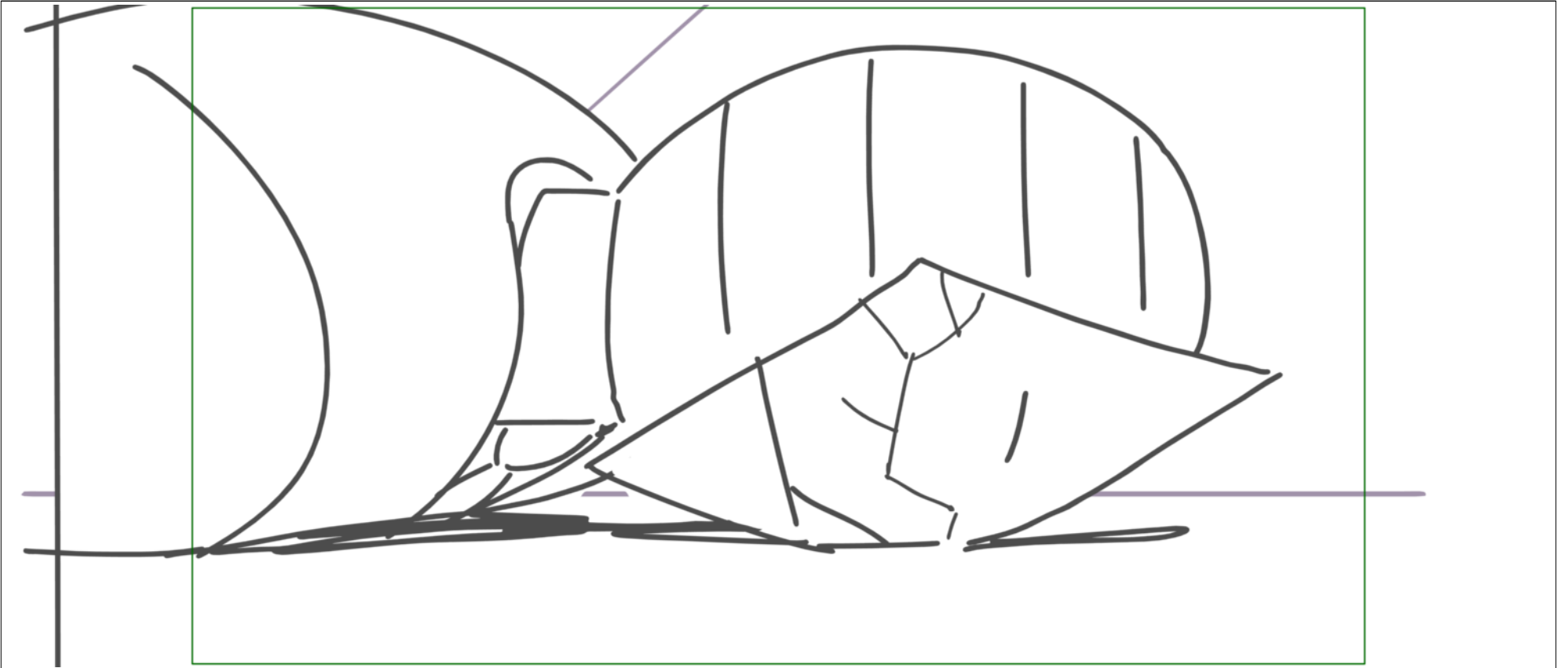
Dialog

S (O/S) (echoing):  
Do you hear me Betty?!

Action Notes

SCARAB lays unconscious on a block by GOLB's head

Scene	Feet : Frames	Panel / Total	Feet : Frames
97	00:03	1 / 3	00:01

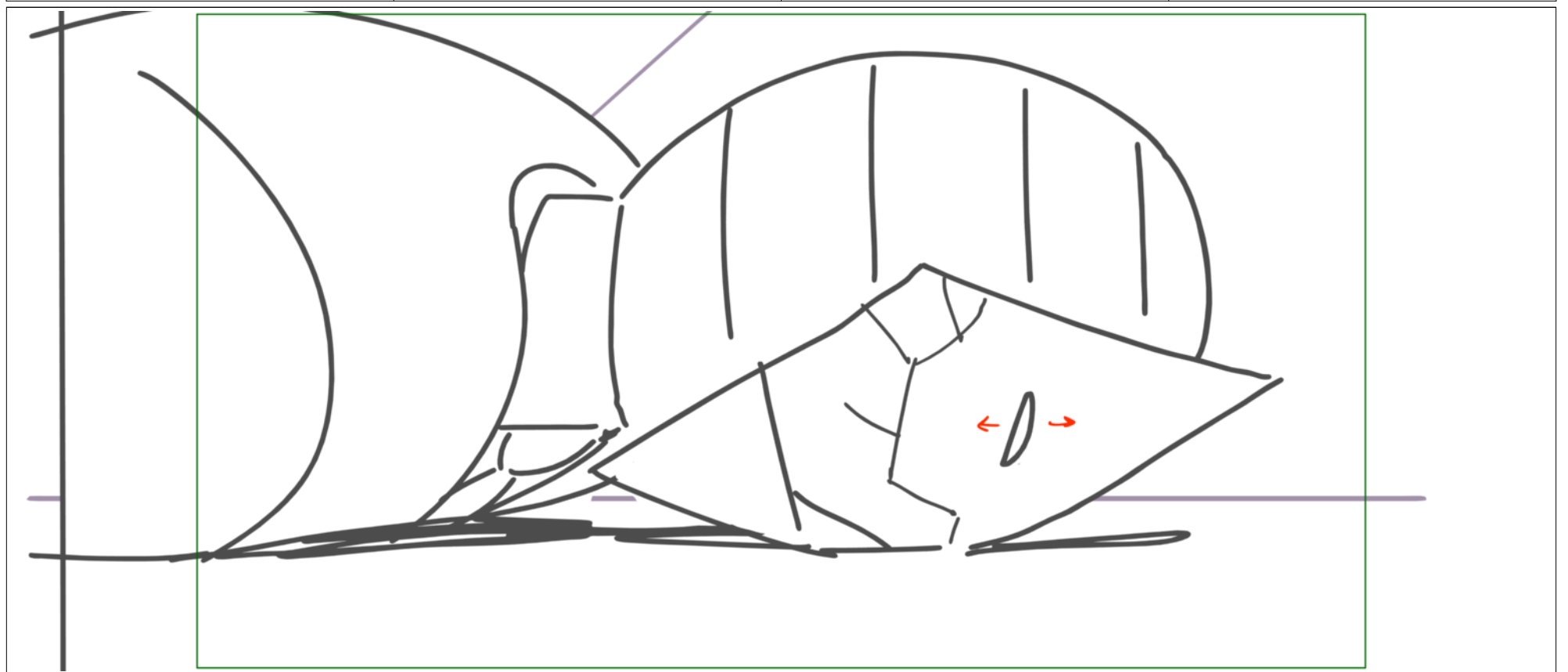


Dialog

S (O/S) (echoing):  
Do you hear me BETTY?!

Action Notes

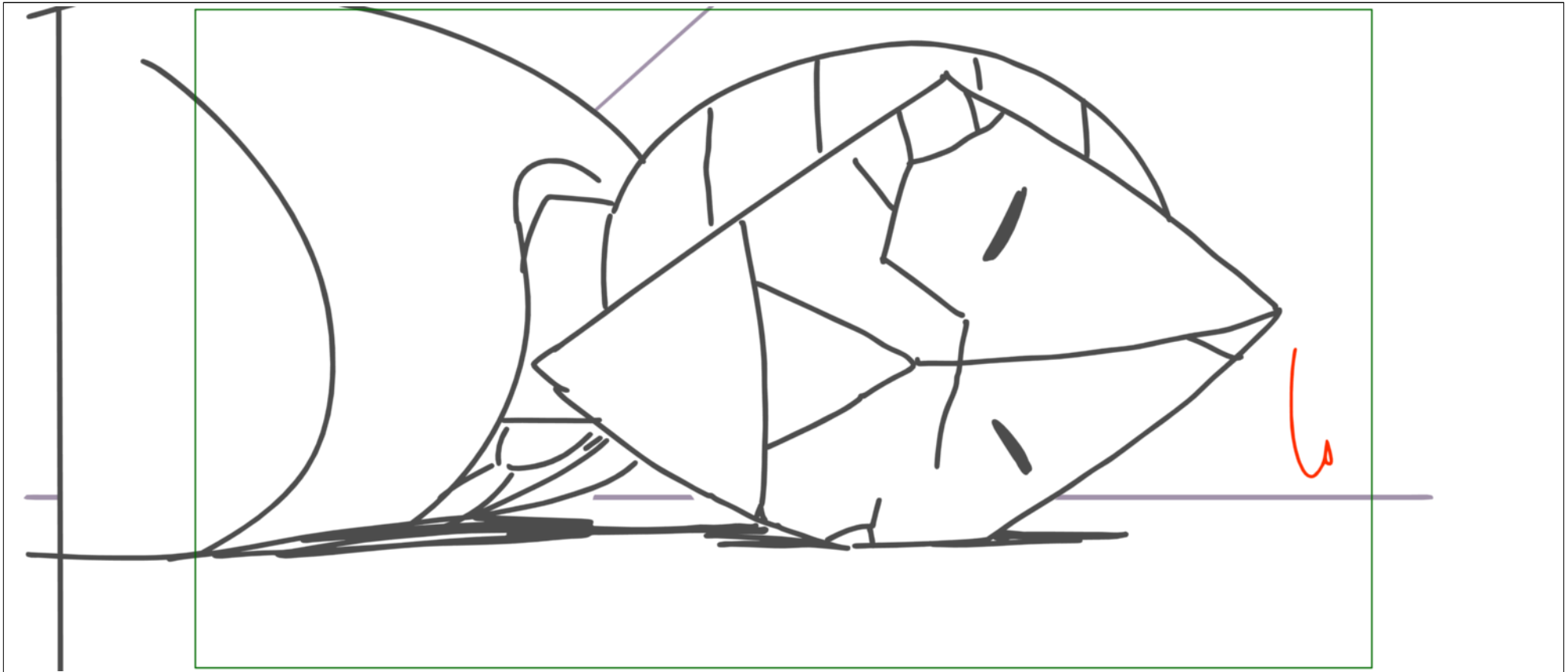
Scene	Feet : Frames	Panel / Total	Feet : Frames
97	00:03	2 / 3	00:01



Dialog

Action Notes  
 SCARAB wakes at the sound of Simon's voice, opening an eye

Scene	Feet : Frames	Panel / Total	Feet : Frames
97	00:03	3 / 3	00:01



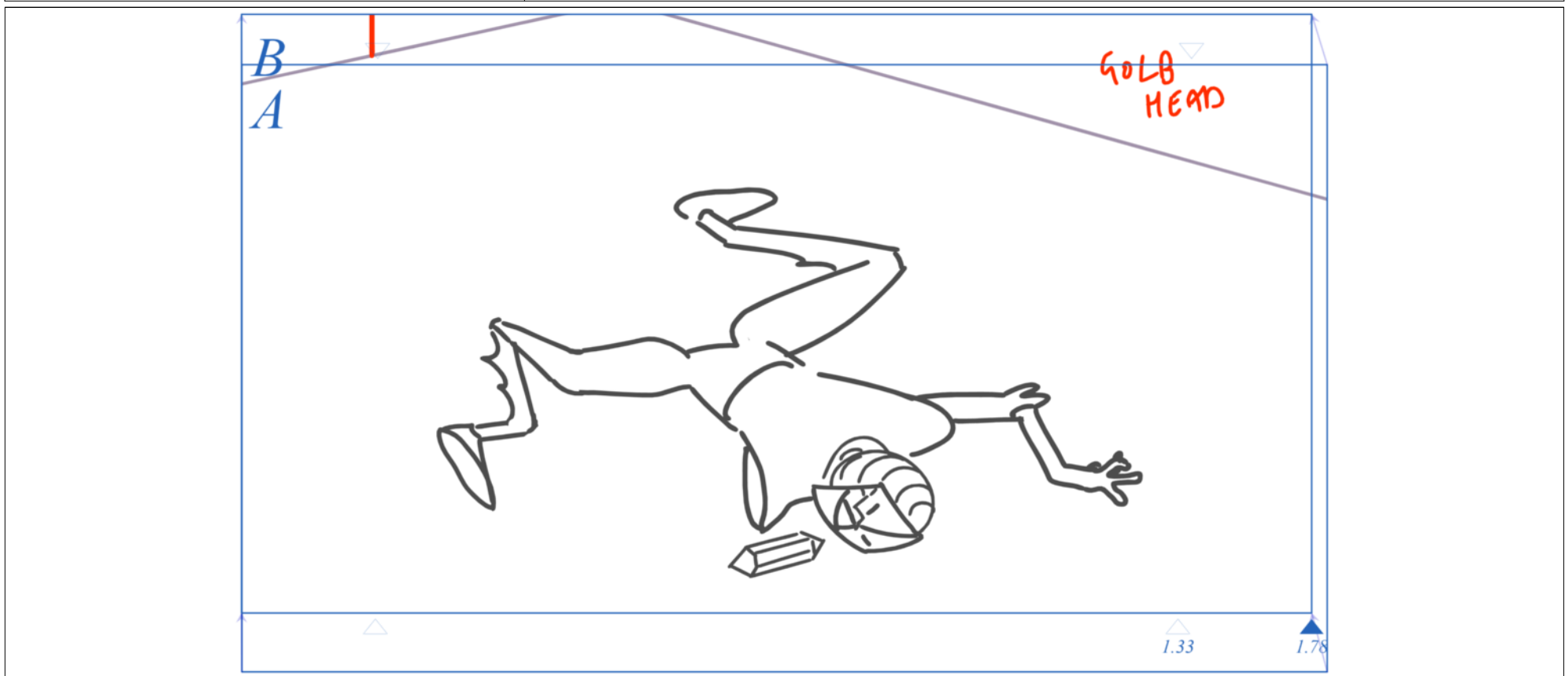
Dialog

S:  
Ughh...

Action Notes

He turns his head, revealing cracked mask

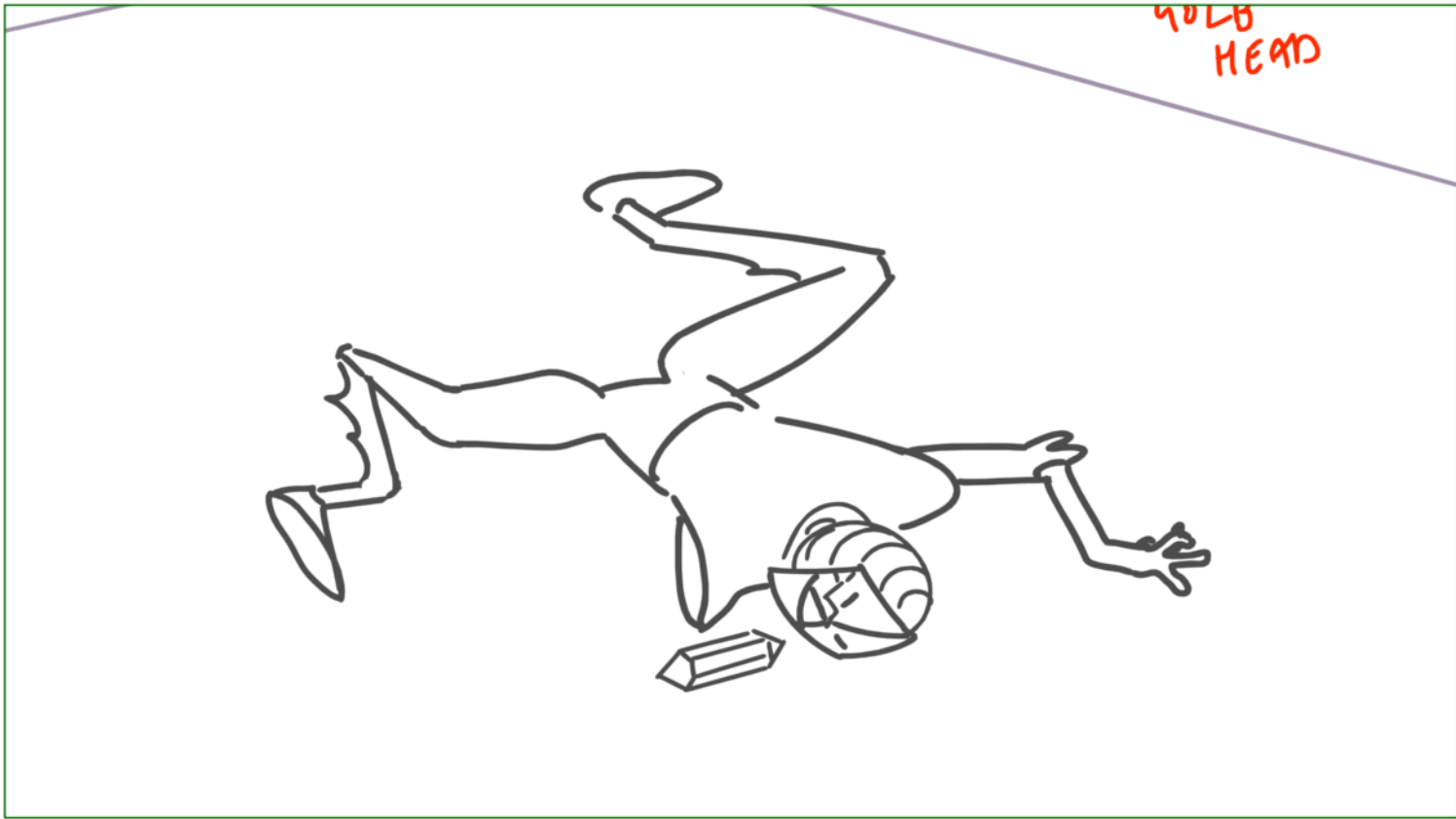
Scene Layout	Feet : Frames
98	00:18



Dialog
--------

Action Notes
H/U SCARAB

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	1 / 18	00:01

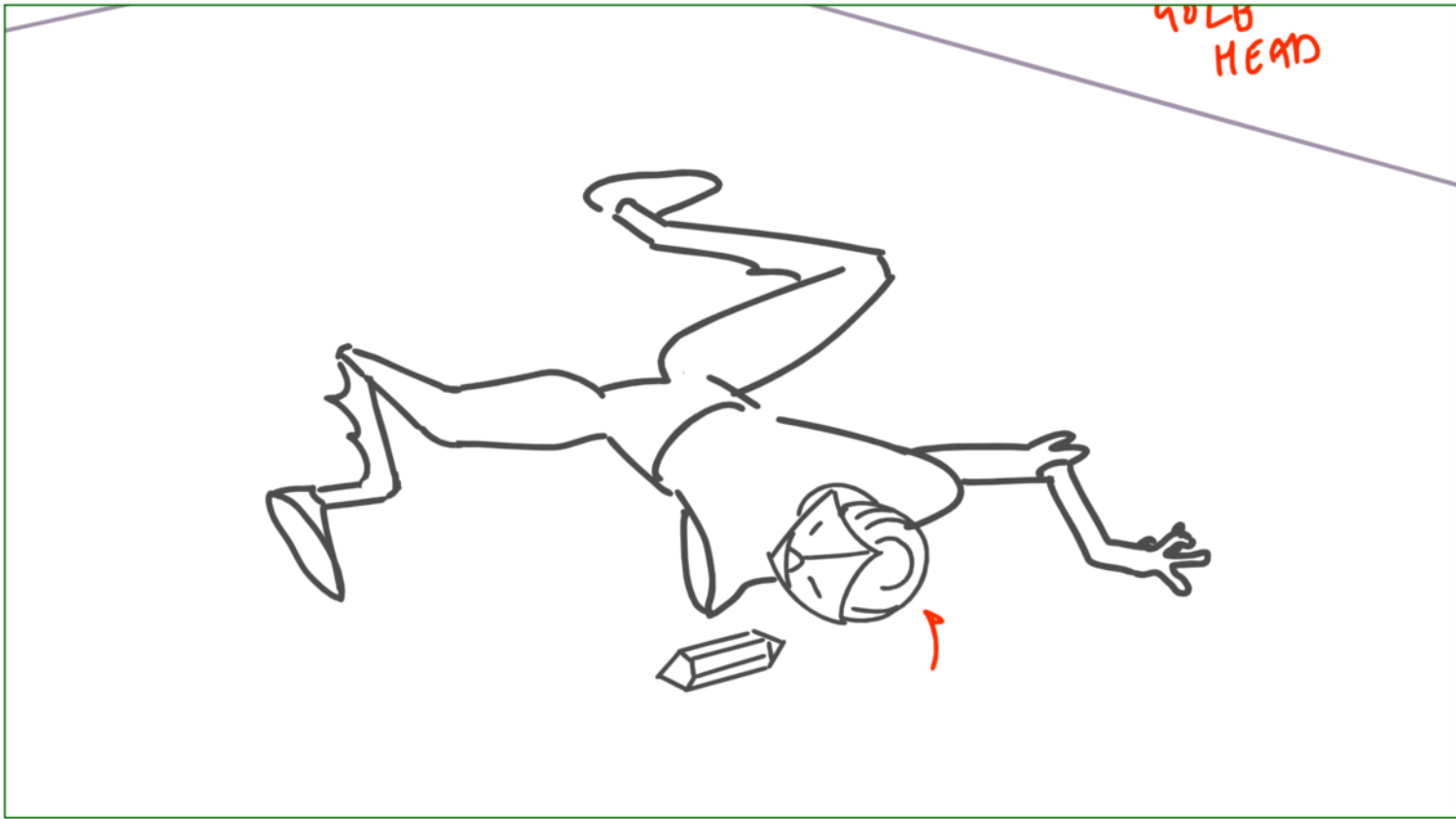


Dialog

Action Notes

H/U SCARAB

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	2 / 18	00:01



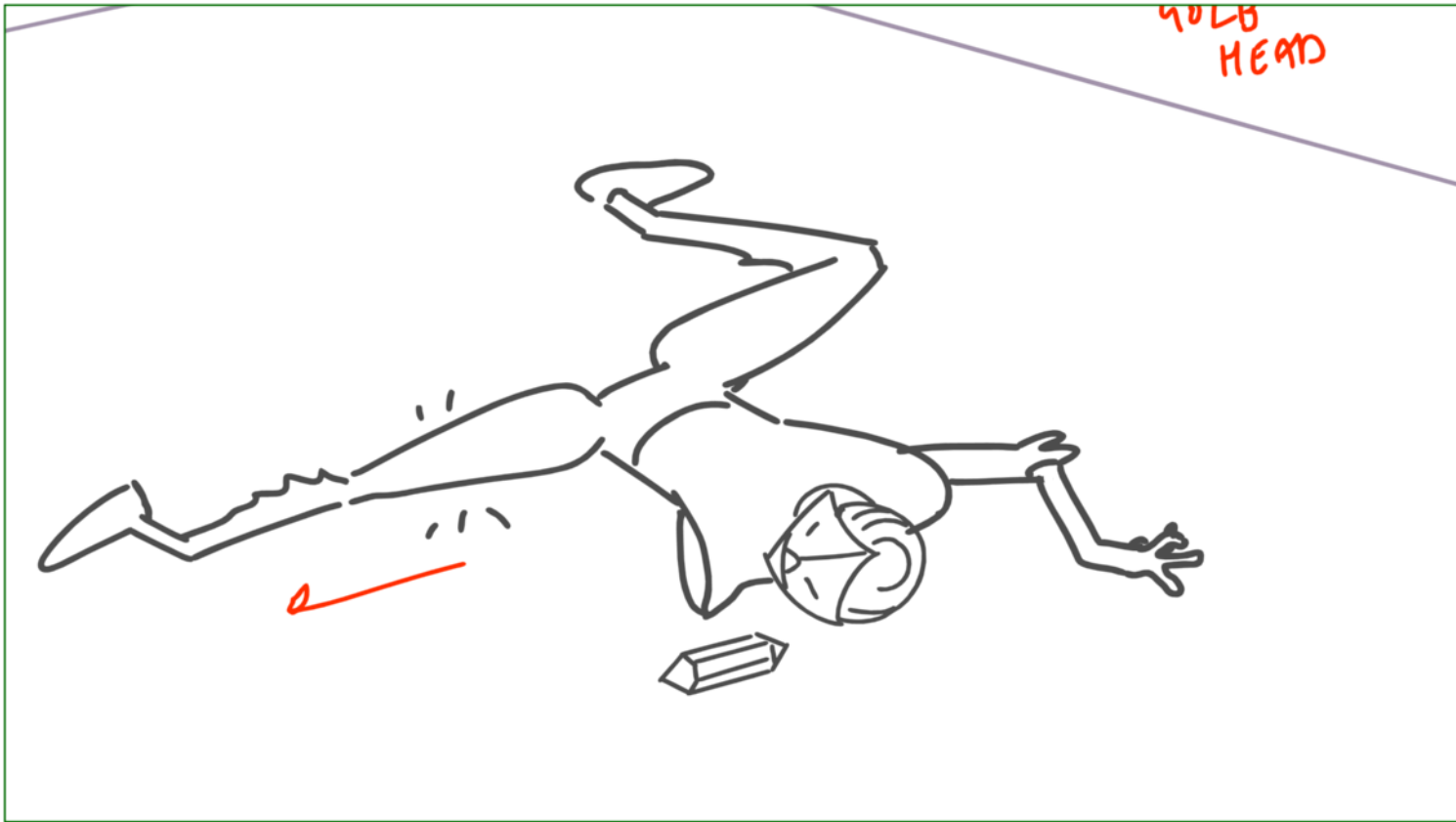
Dialog

Action Notes

he lifts his head and sees his broken right leg



Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	3 / 18	00:01

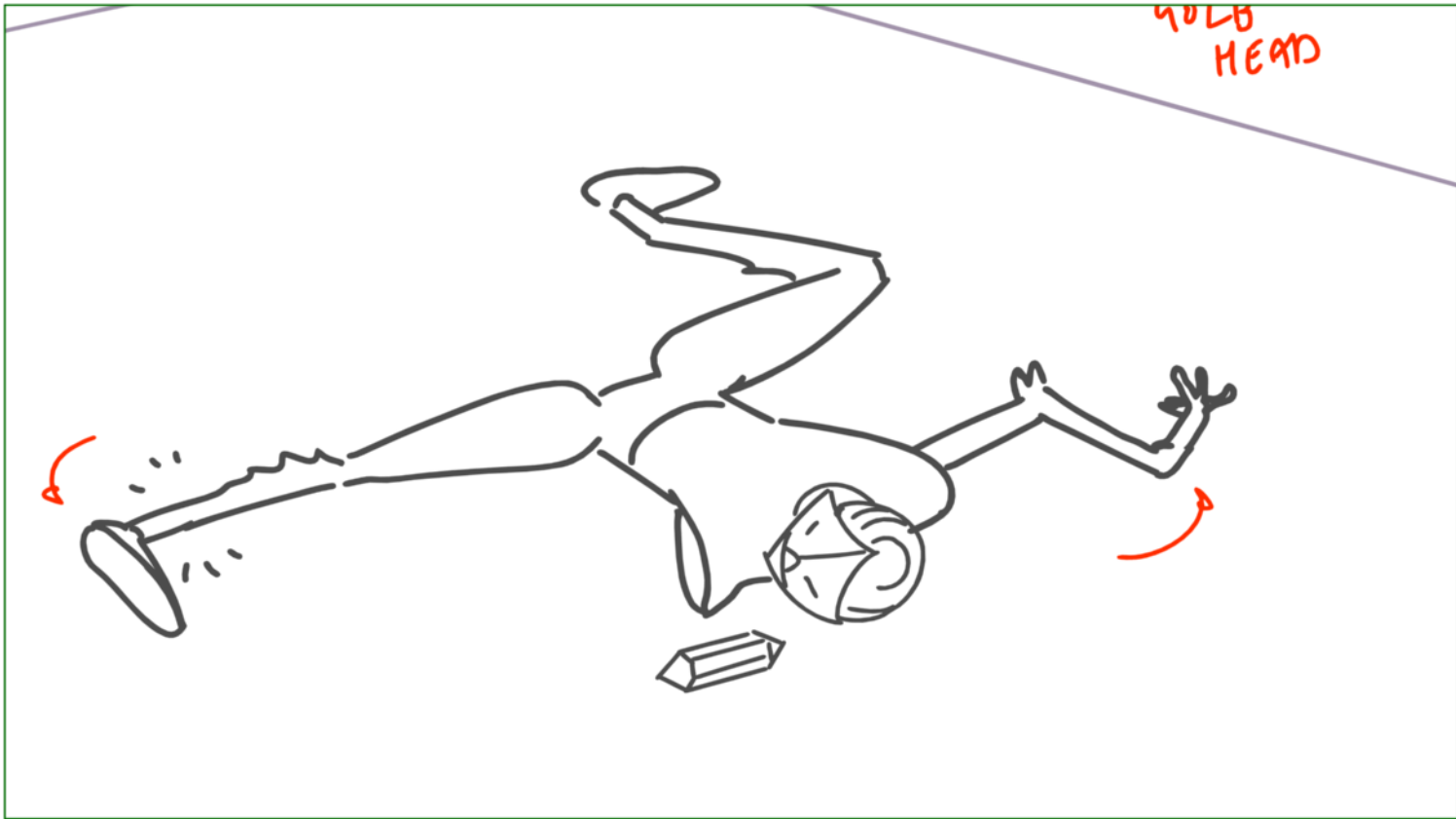


Dialog

Action Notes

SCARAB extends his right leg and re-sets the broken points.  
SFX: pop/click

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	4 / 18	00:01

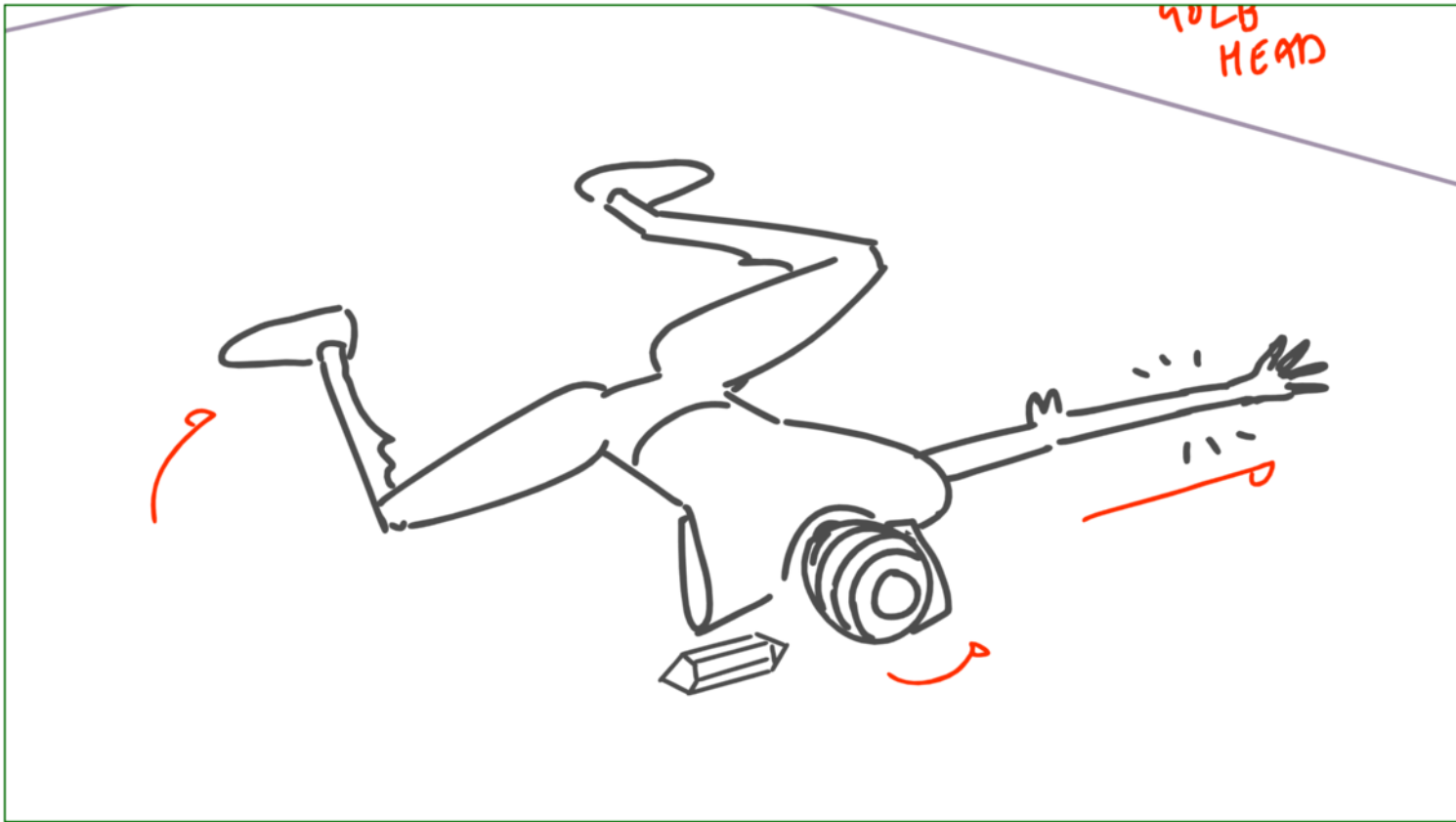


Dialog

Action Notes

SFX: pop/click

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	5 / 18	00:01

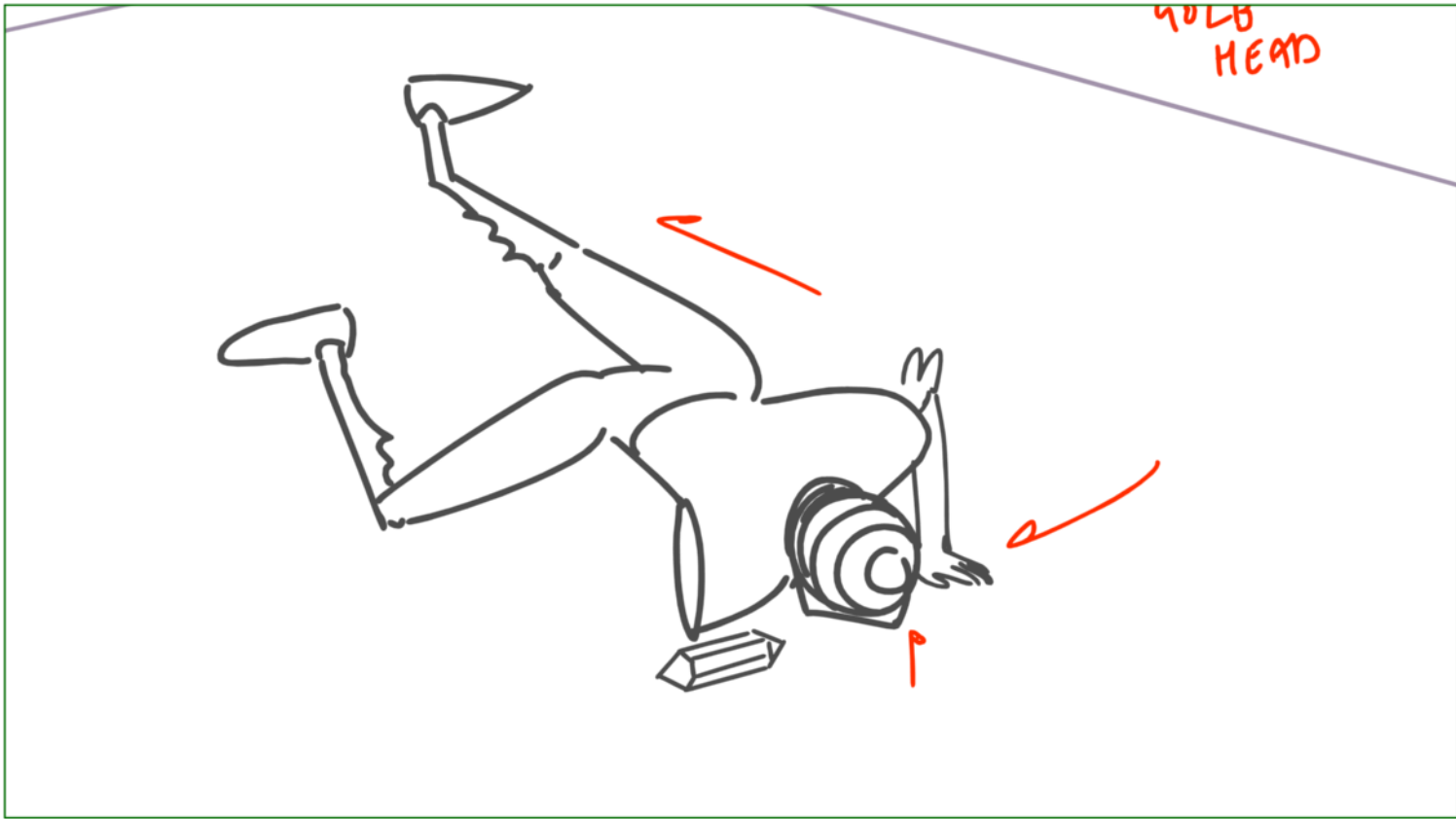


Dialog

Action Notes

Helooks over as he extends his arm and resets the break  
SFX: pop/click

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	6 / 18	00:01

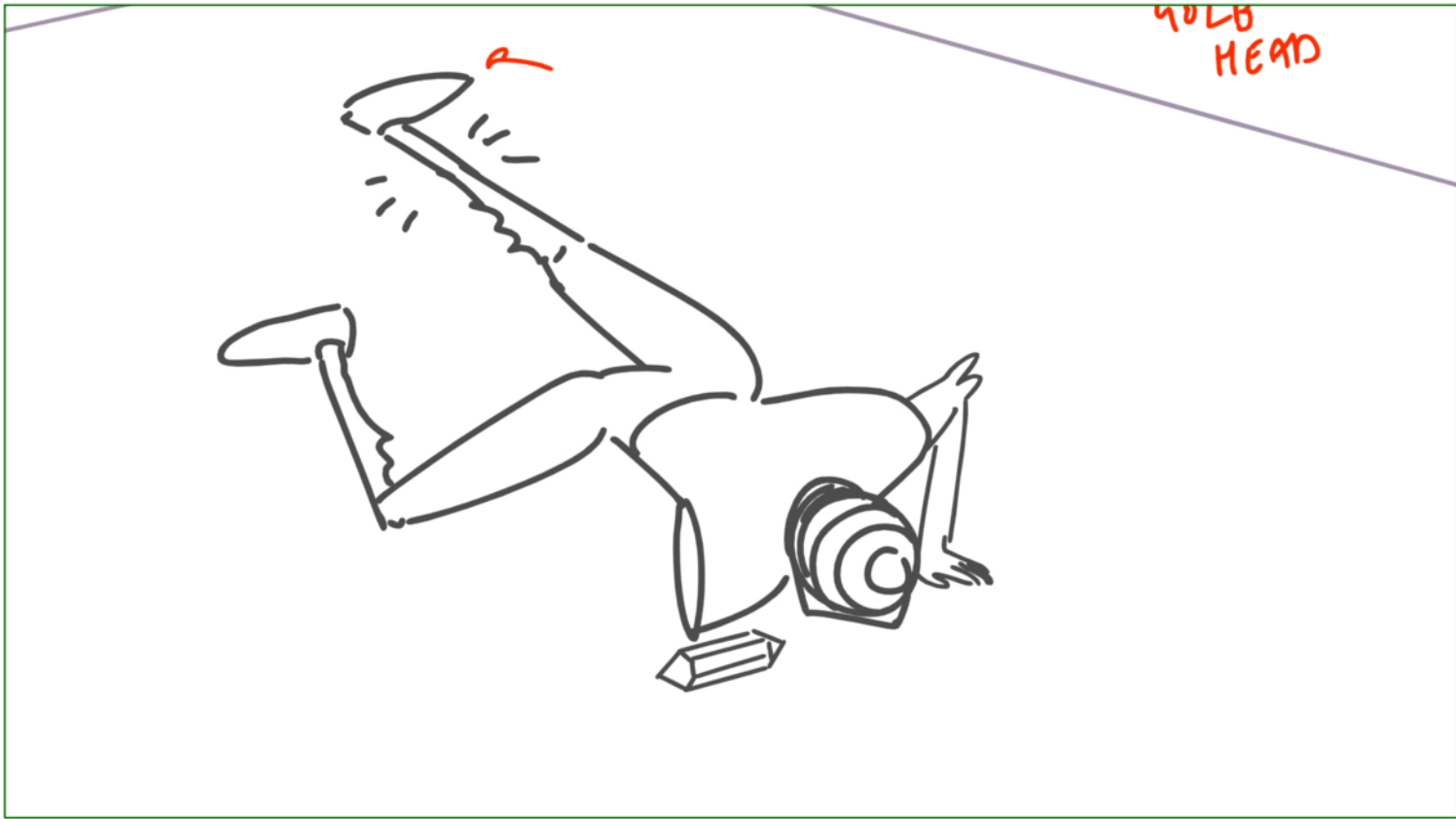


Dialog

Action Notes

he extends his other leg

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	7 / 18	00:01

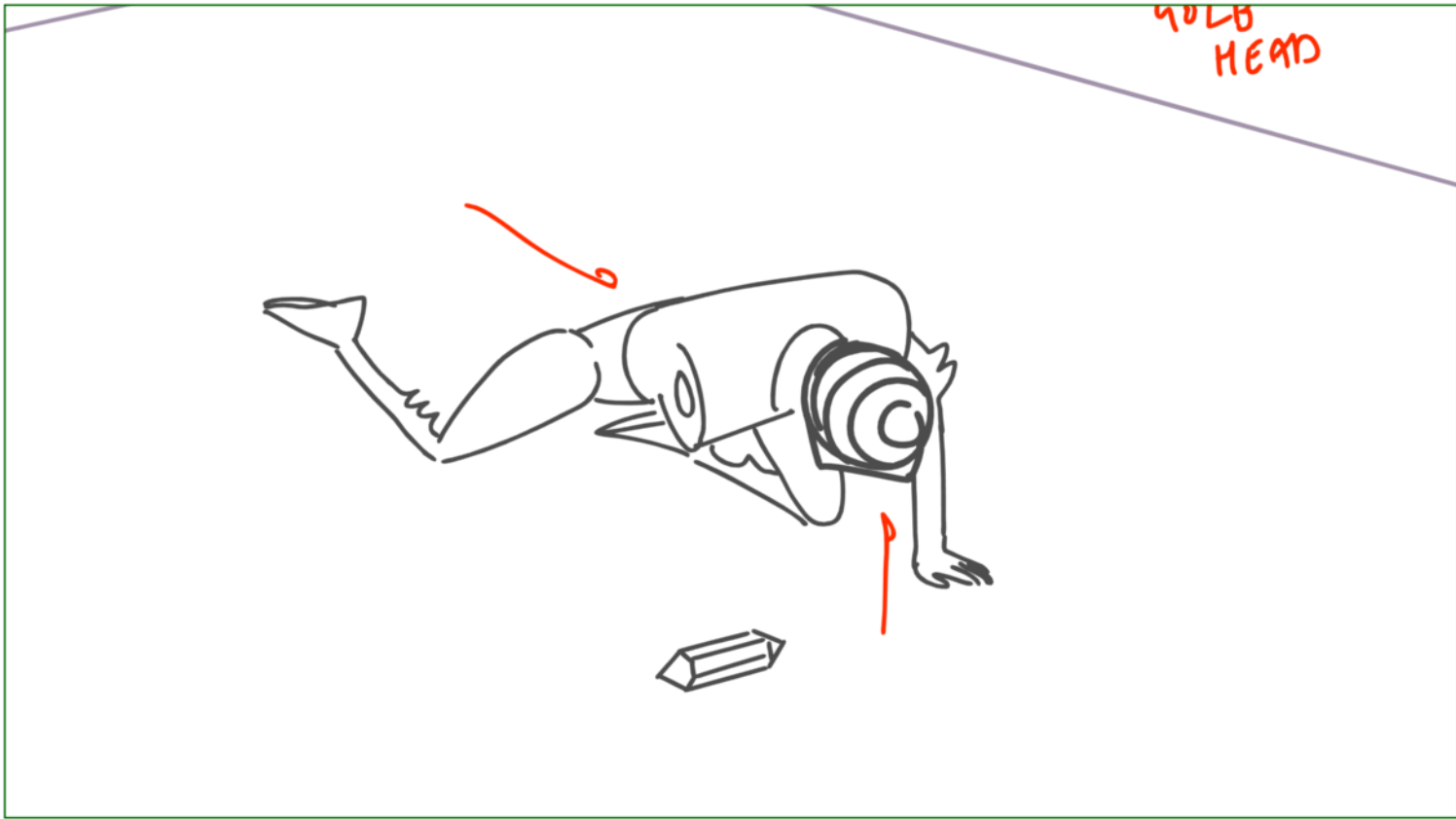


Dialog

Action Notes

he resets the last break  
SFX: pop/click

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	8 / 18	00:01

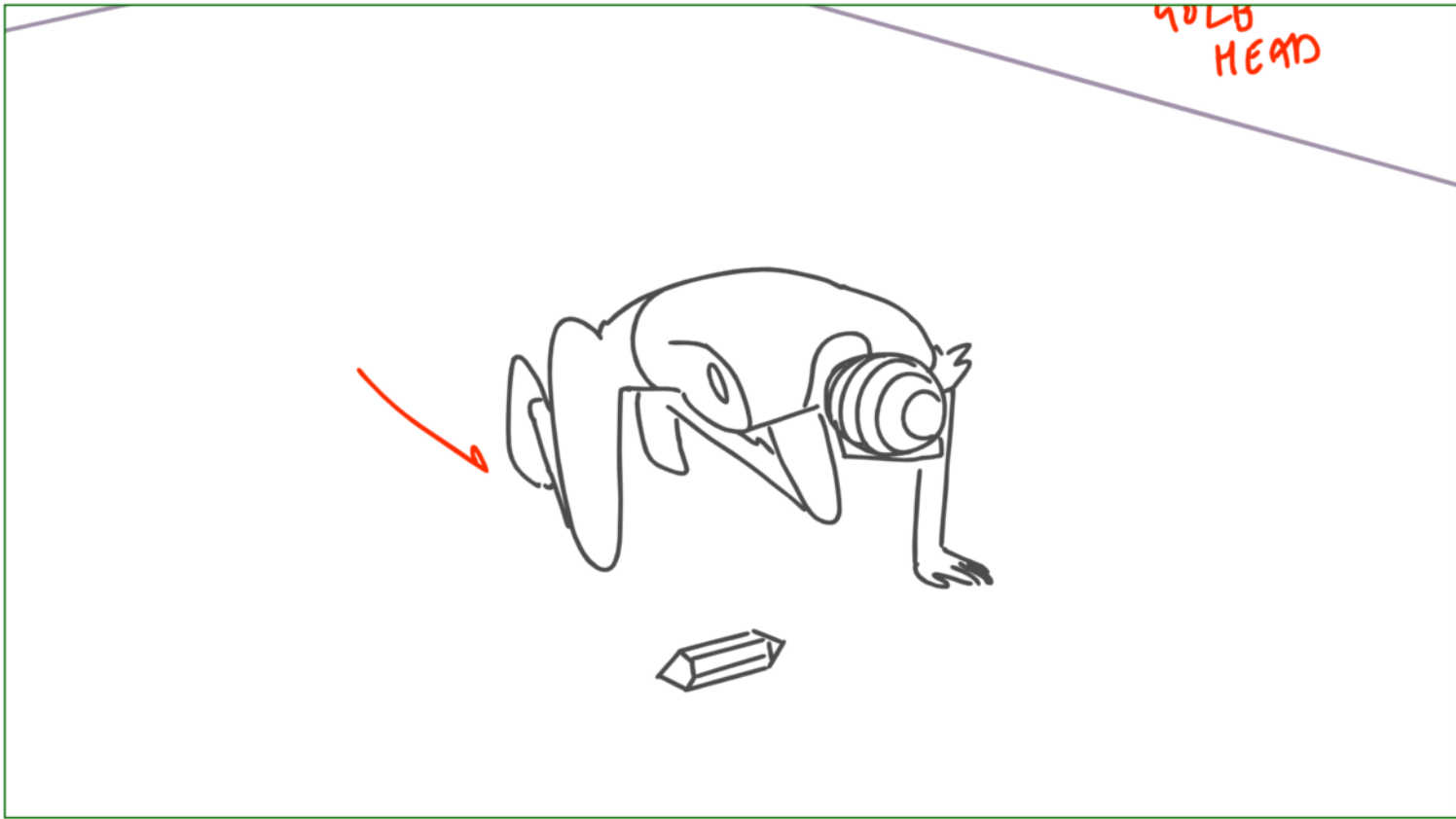


Dialog

Action Notes

He lifts himself up onto his knees.

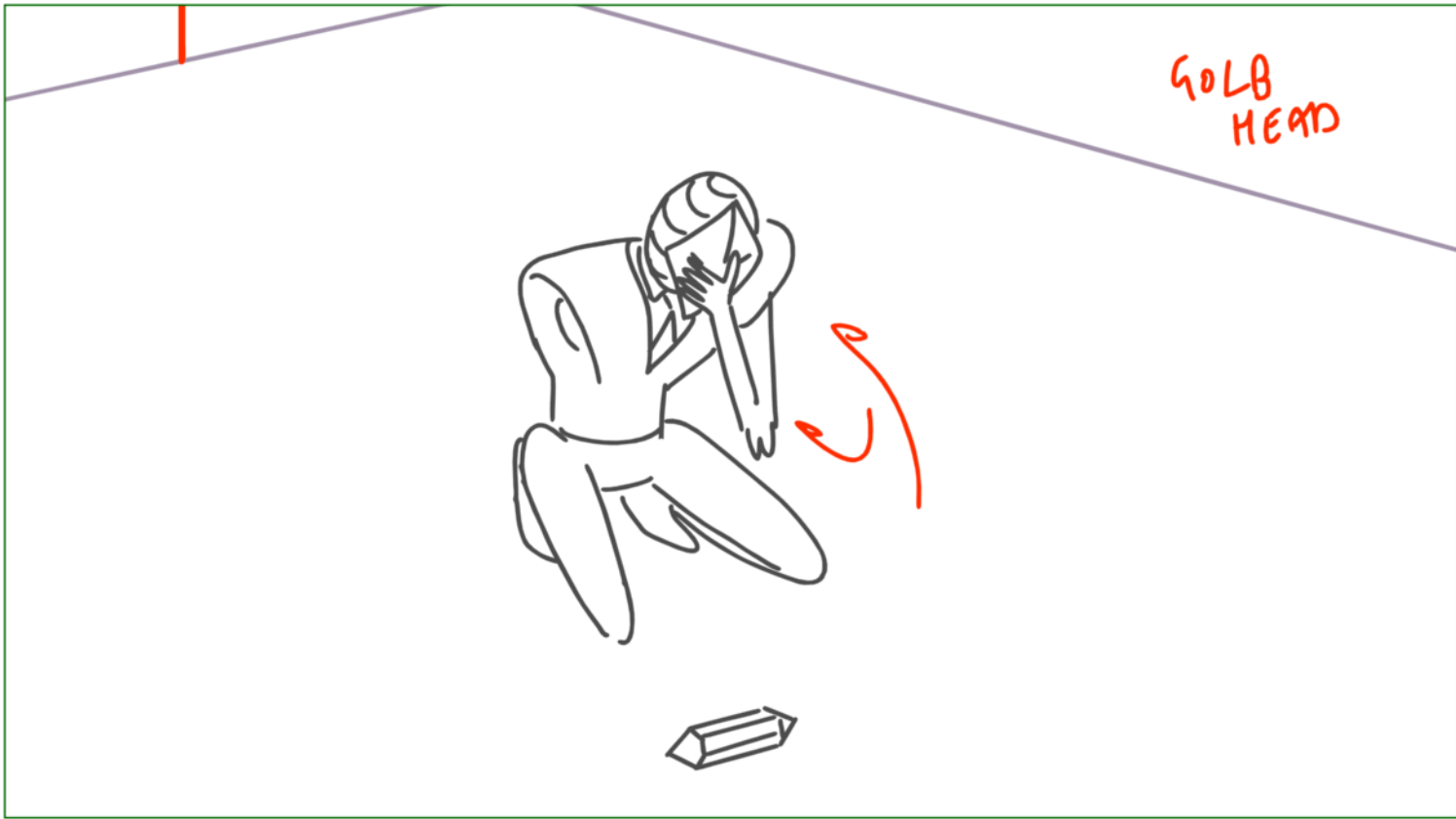
Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	9 / 18	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	10 / 18	00:01



Dialog

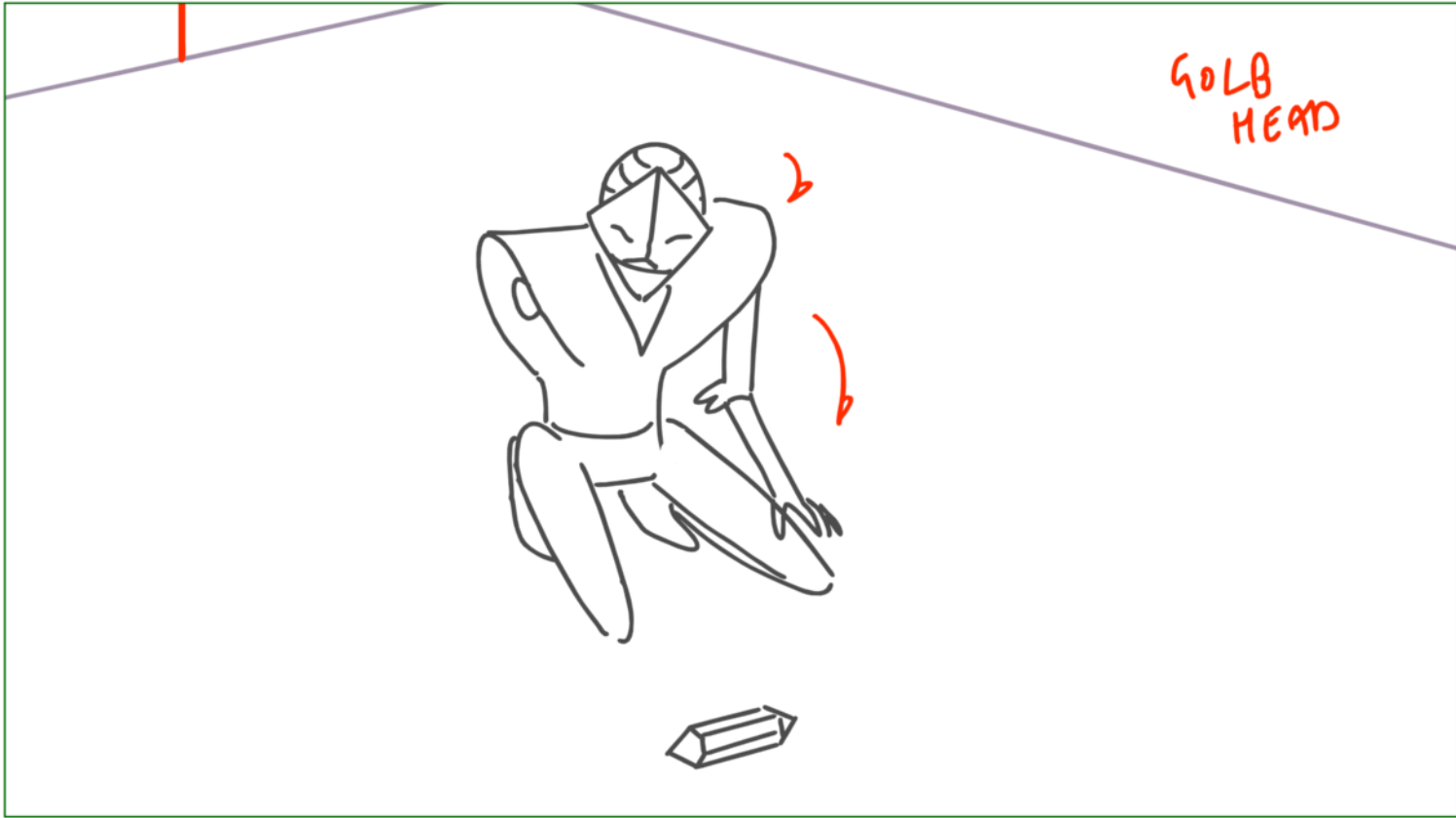
S:  
(groan)

Action Notes

He sits up, holding his sore head.



Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	11 / 18	00:01

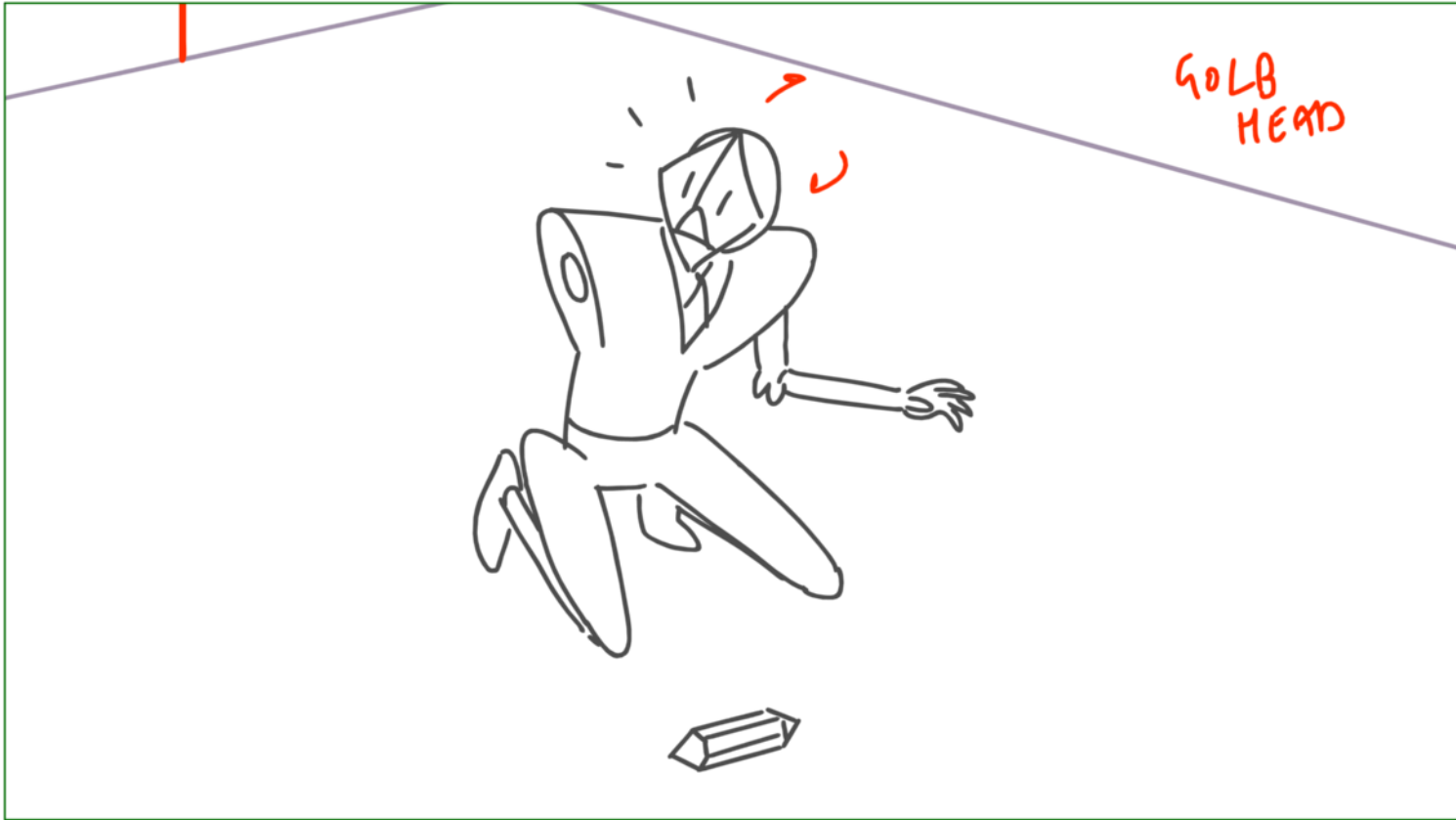


Dialog

Action Notes

He notices his missing arm.

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	12 / 18	00:01



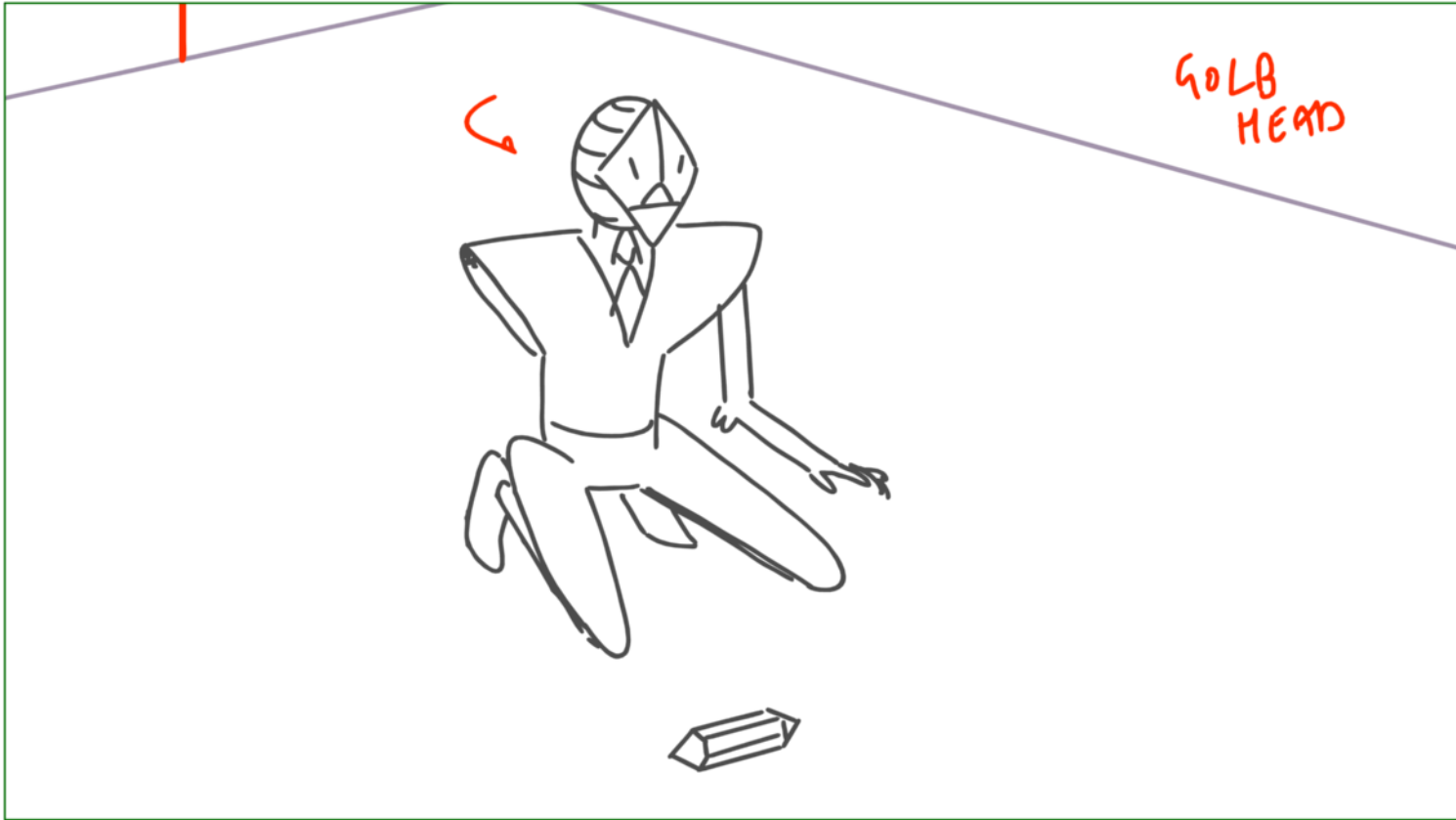
Dialog

S:  
Ah!

Action Notes

surprised reaction

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	13 / 18	00:01

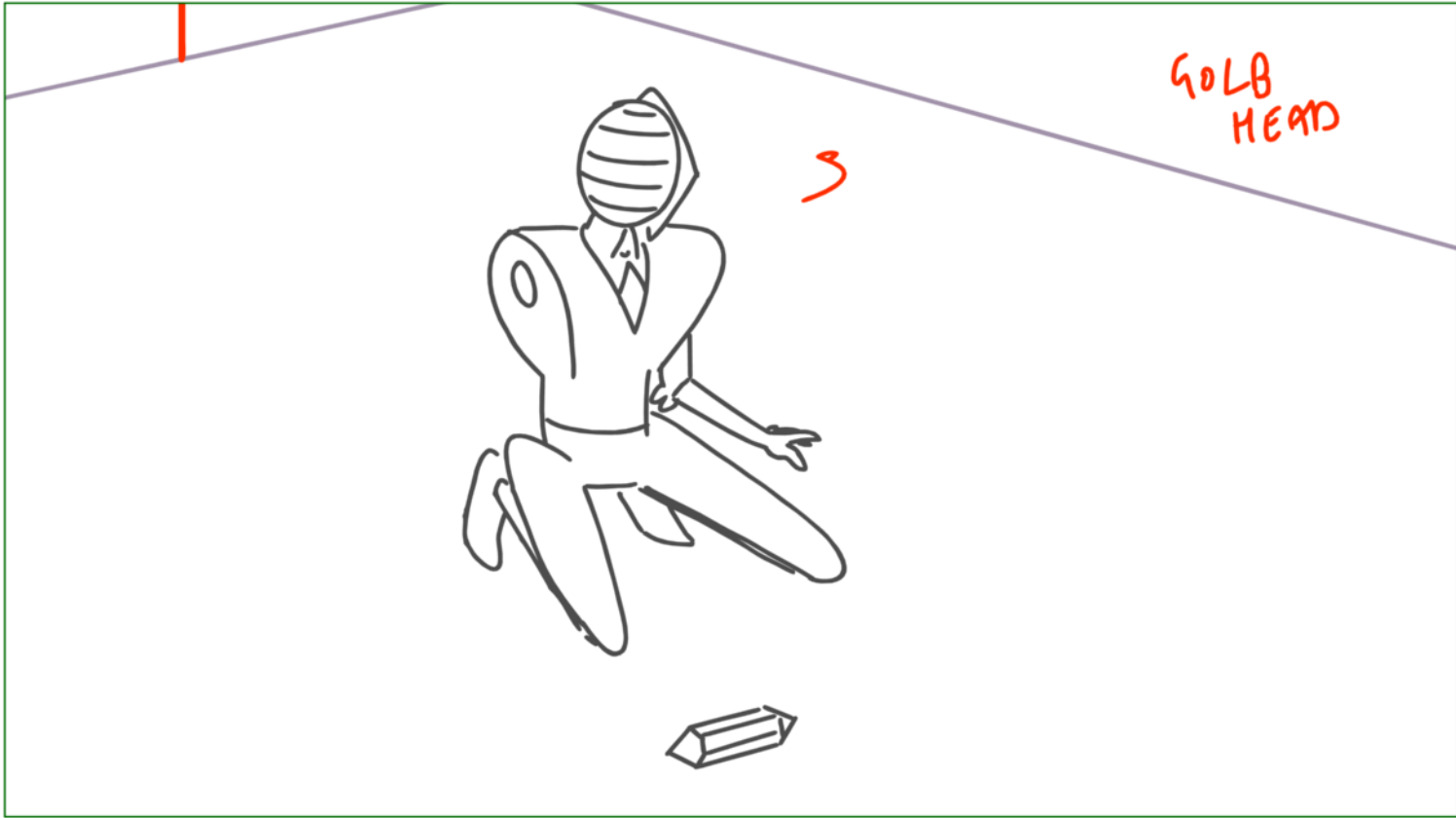


Dialog

Action Notes

he looks around for his missing arm

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	14 / 18	00:01

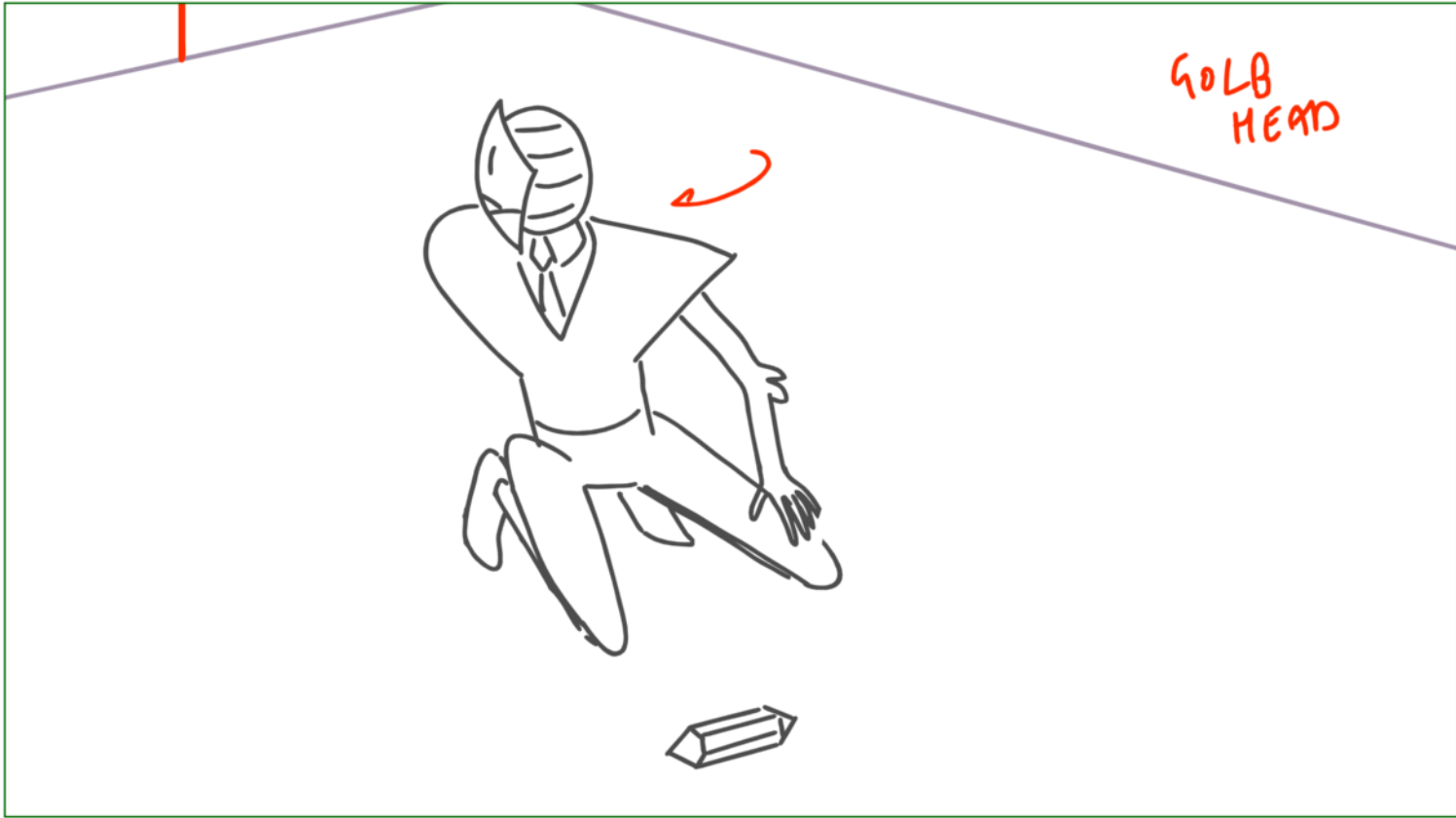


Dialog

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	15 / 18	00:01

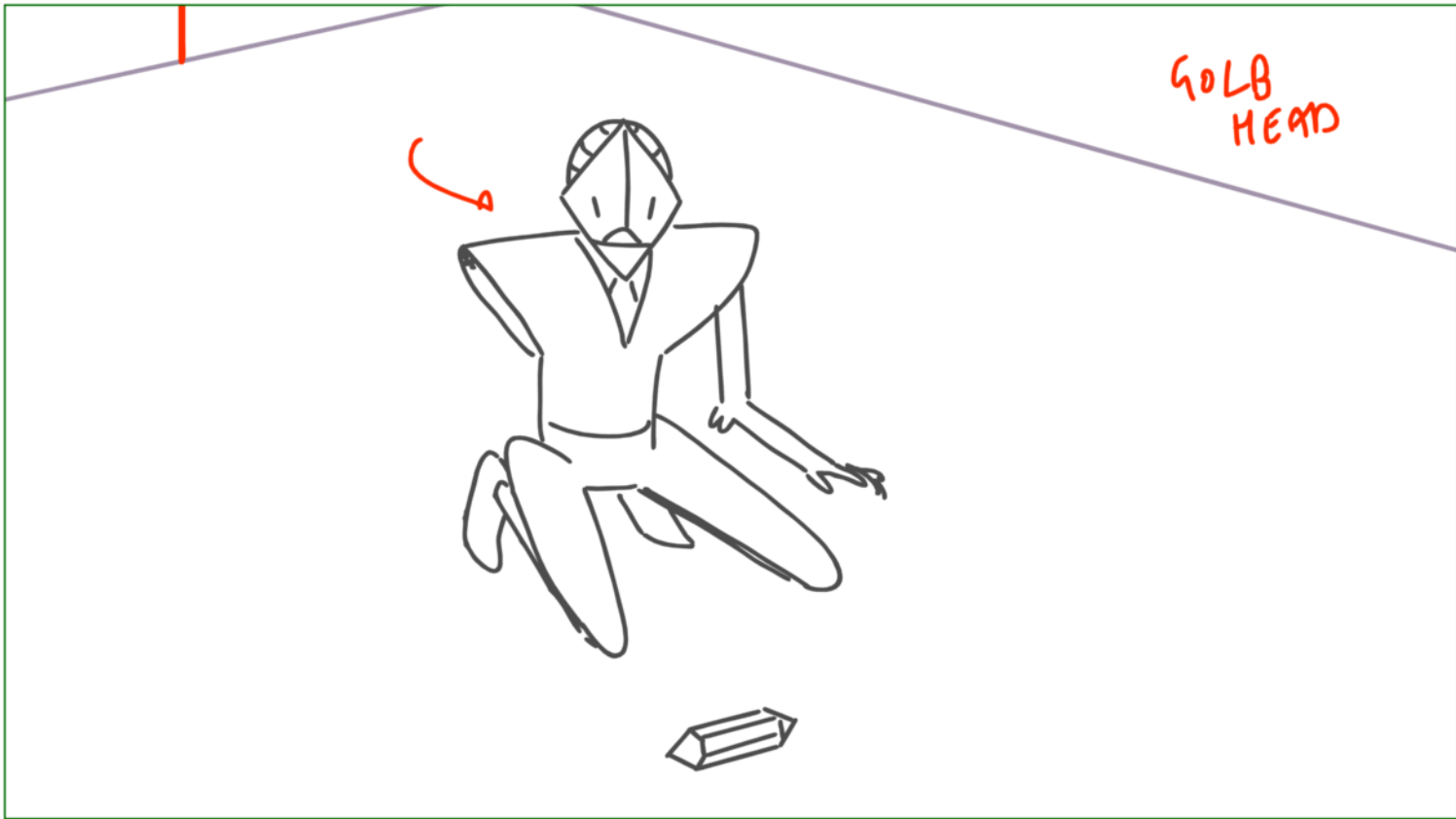


Dialog

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	16 / 18	00:01

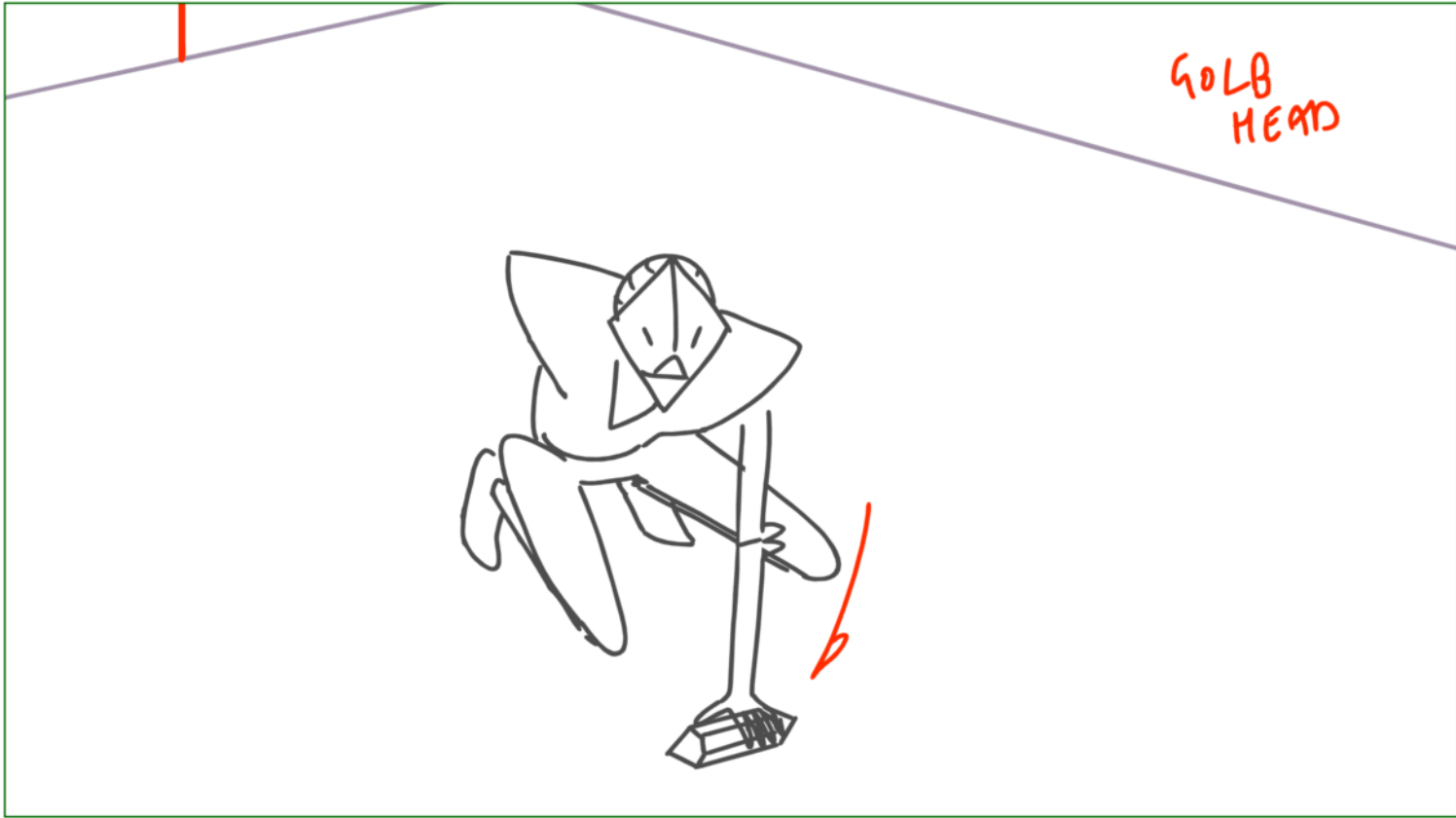


Dialog

Action Notes

He looks at his CRYSTAL TOOL in front of him

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	17 / 18	00:01

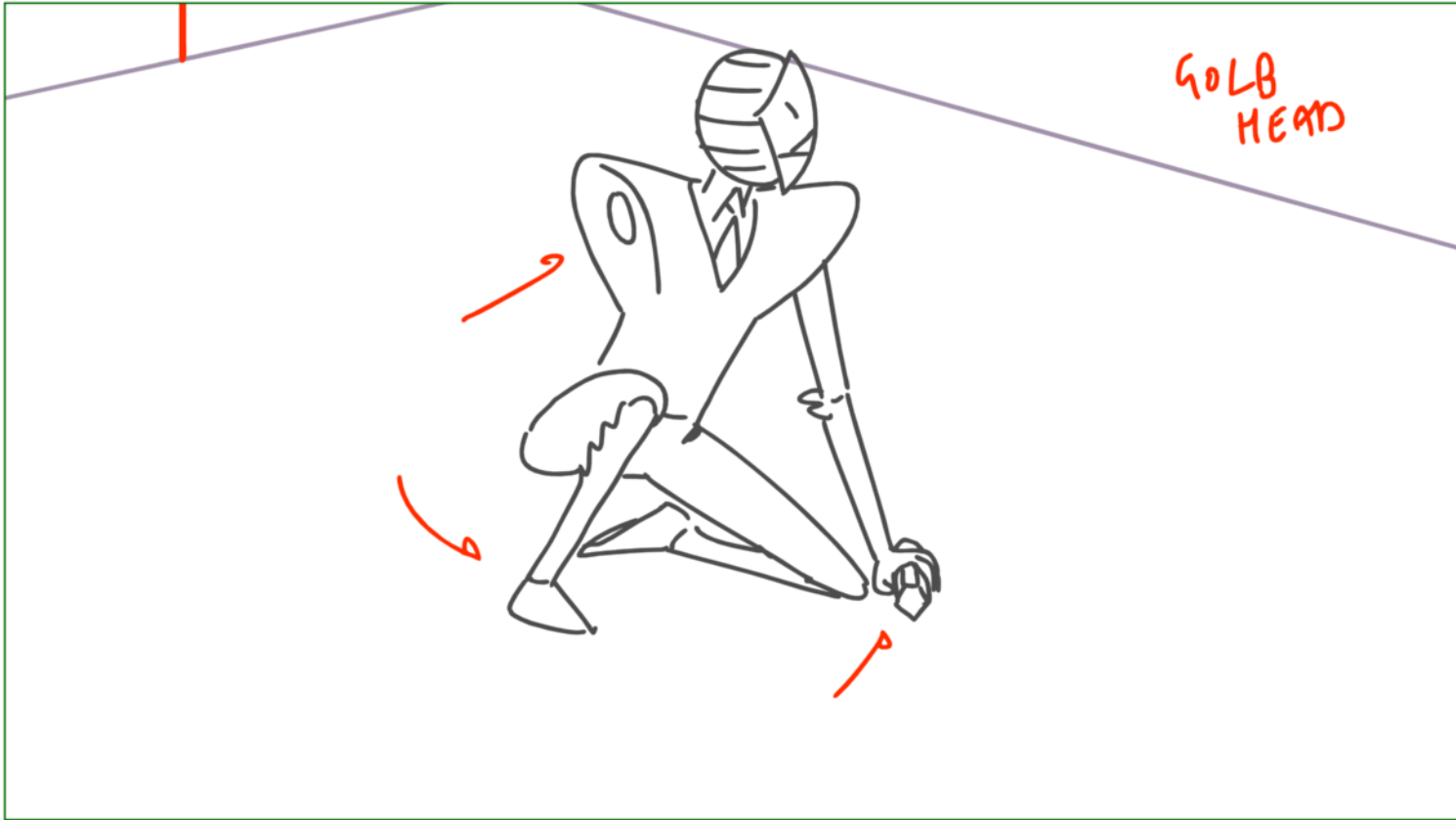


Dialog

Action Notes

He picks it up

Scene	Feet : Frames	Panel / Total	Feet : Frames
98	00:18	18 / 18	00:01



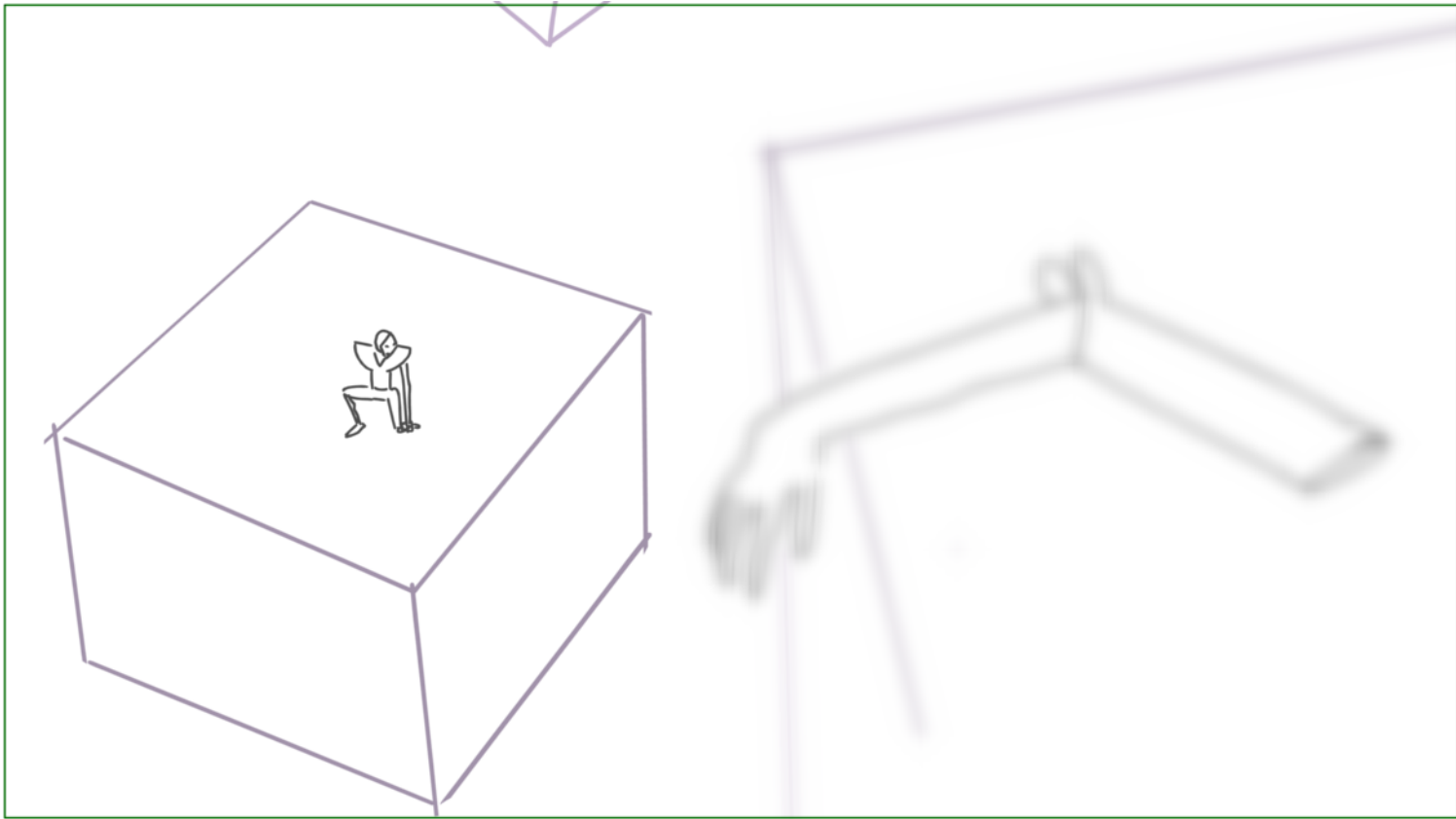
Dialog

Action Notes

He gets up



Scene	Feet : Frames	Panel / Total	Feet : Frames
99	00:07	1 / 7	00:01

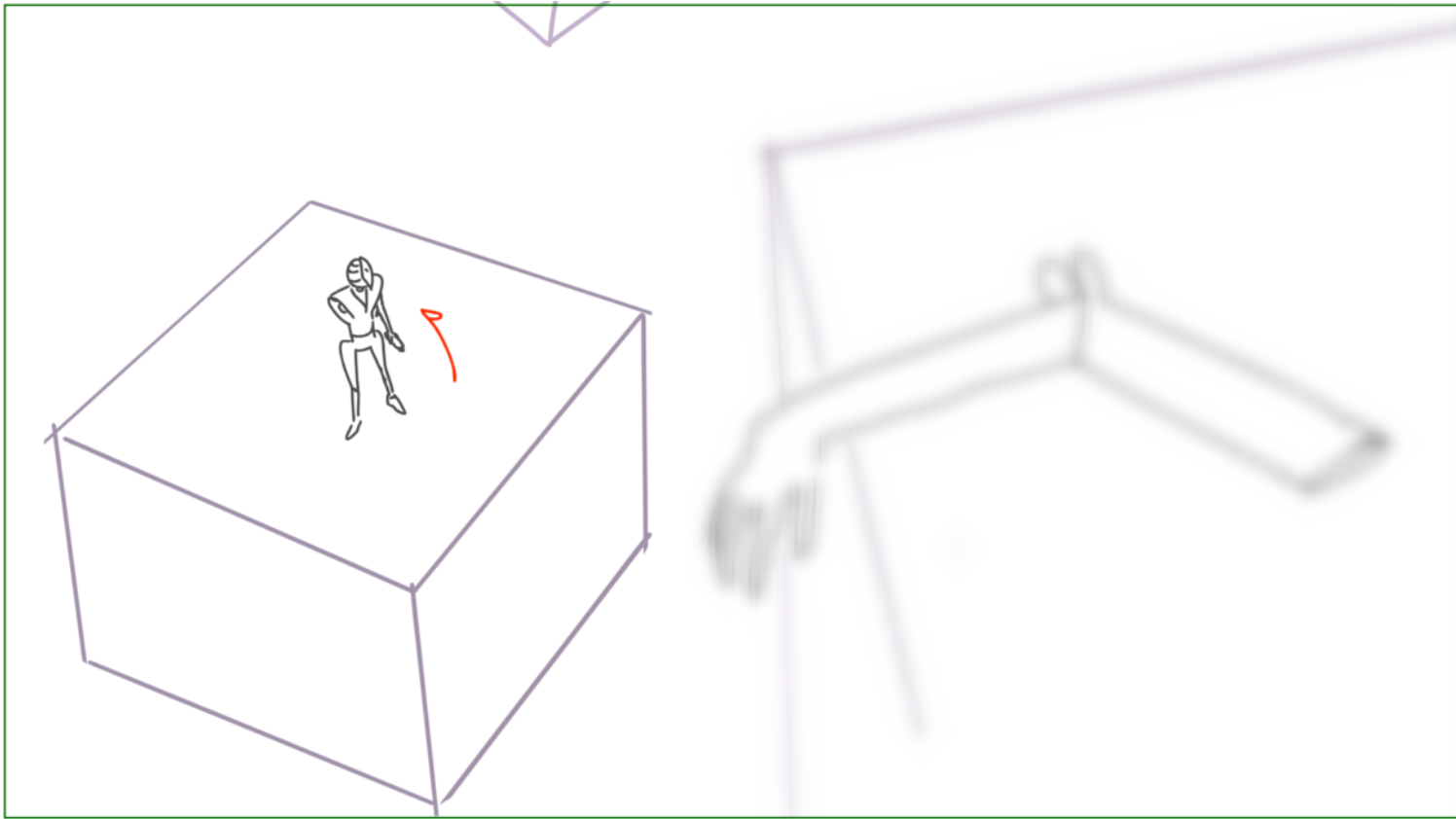


Dialog

Action Notes

H/U high angle on SCARAB getting up while looking around

Scene	Feet : Frames	Panel / Total	Feet : Frames
99	00:07	2 / 7	00:01

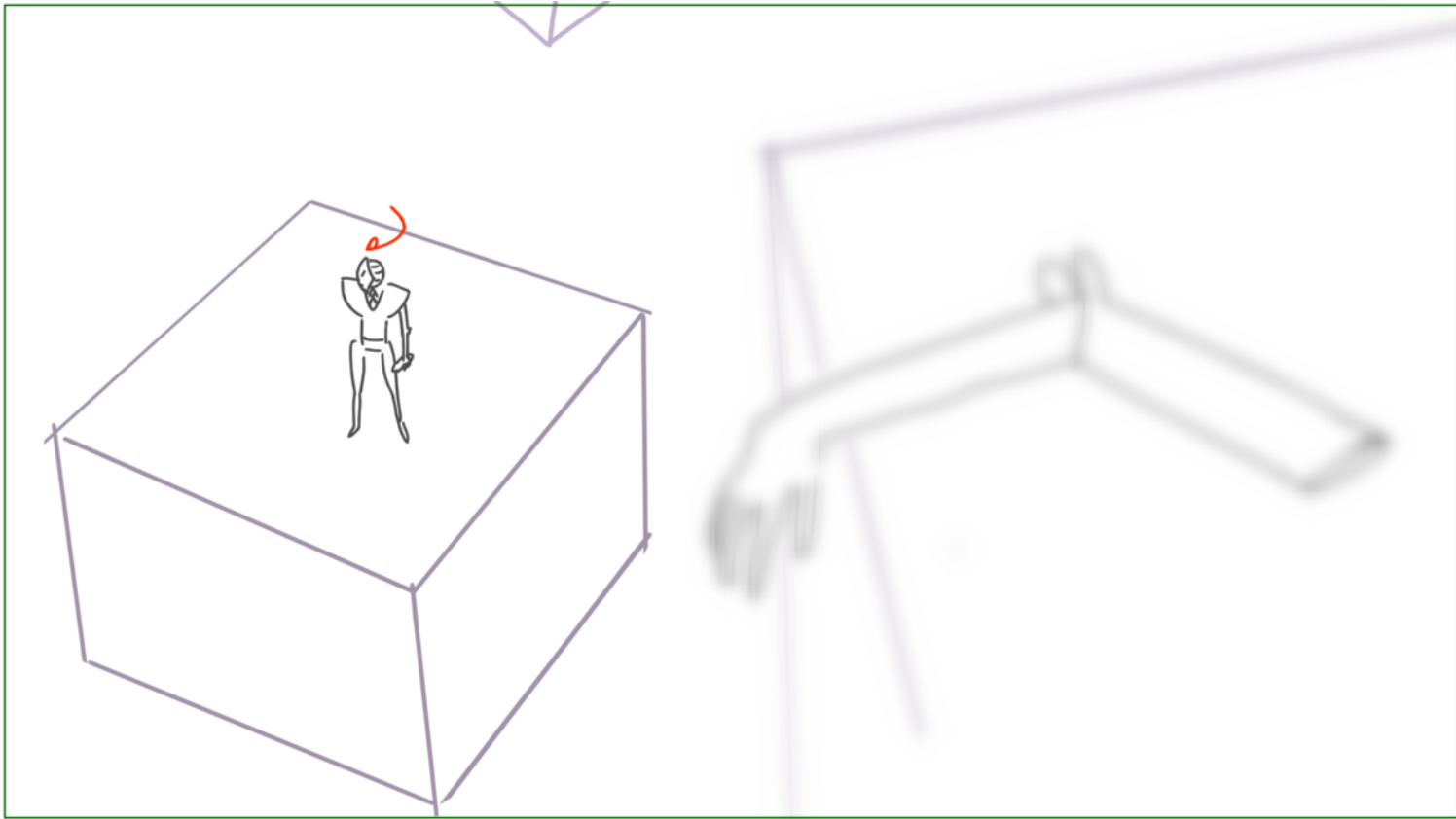


Dialog

Action Notes

SCARAB stands

Scene	Feet : Frames	Panel / Total	Feet : Frames
99	00:07	3 / 7	00:01

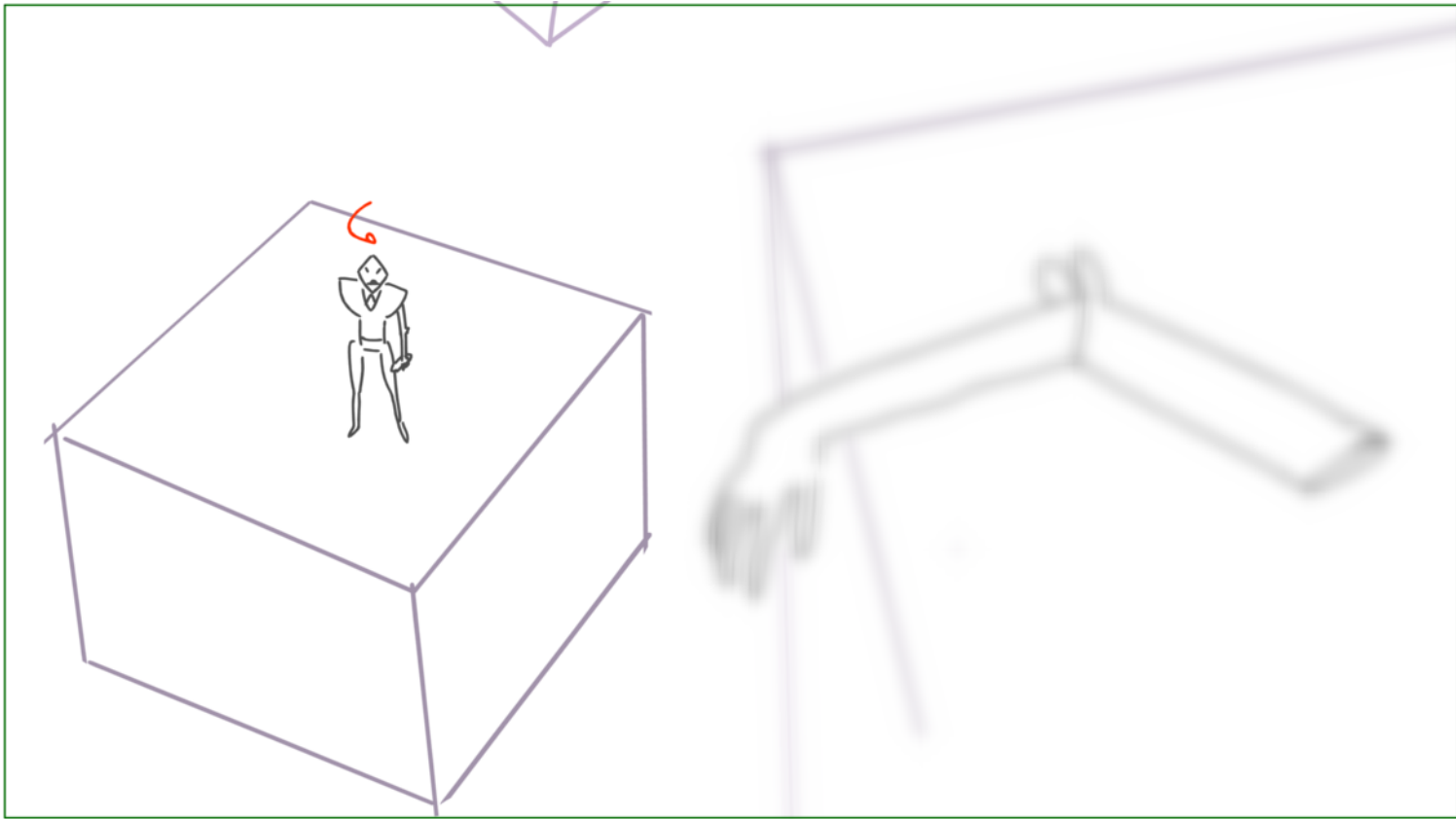


Dialog

Action Notes

he looks to his right

Scene	Feet : Frames	Panel / Total	Feet : Frames
99	00:07	4 / 7	00:01

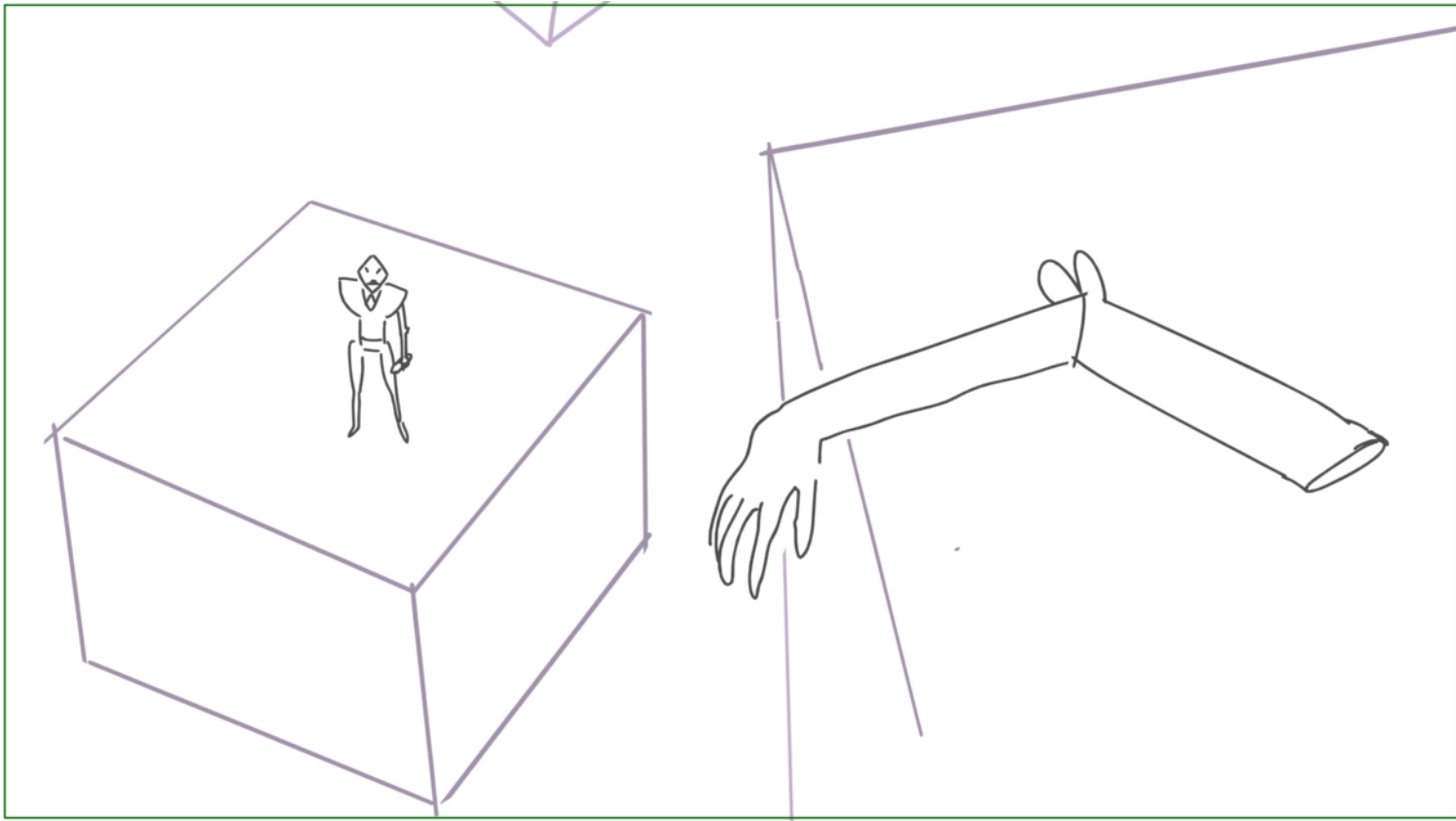


Dialog

Action Notes

He looks up

Scene	Feet : Frames	Panel / Total	Feet : Frames
99	00:07	5 / 7	00:01

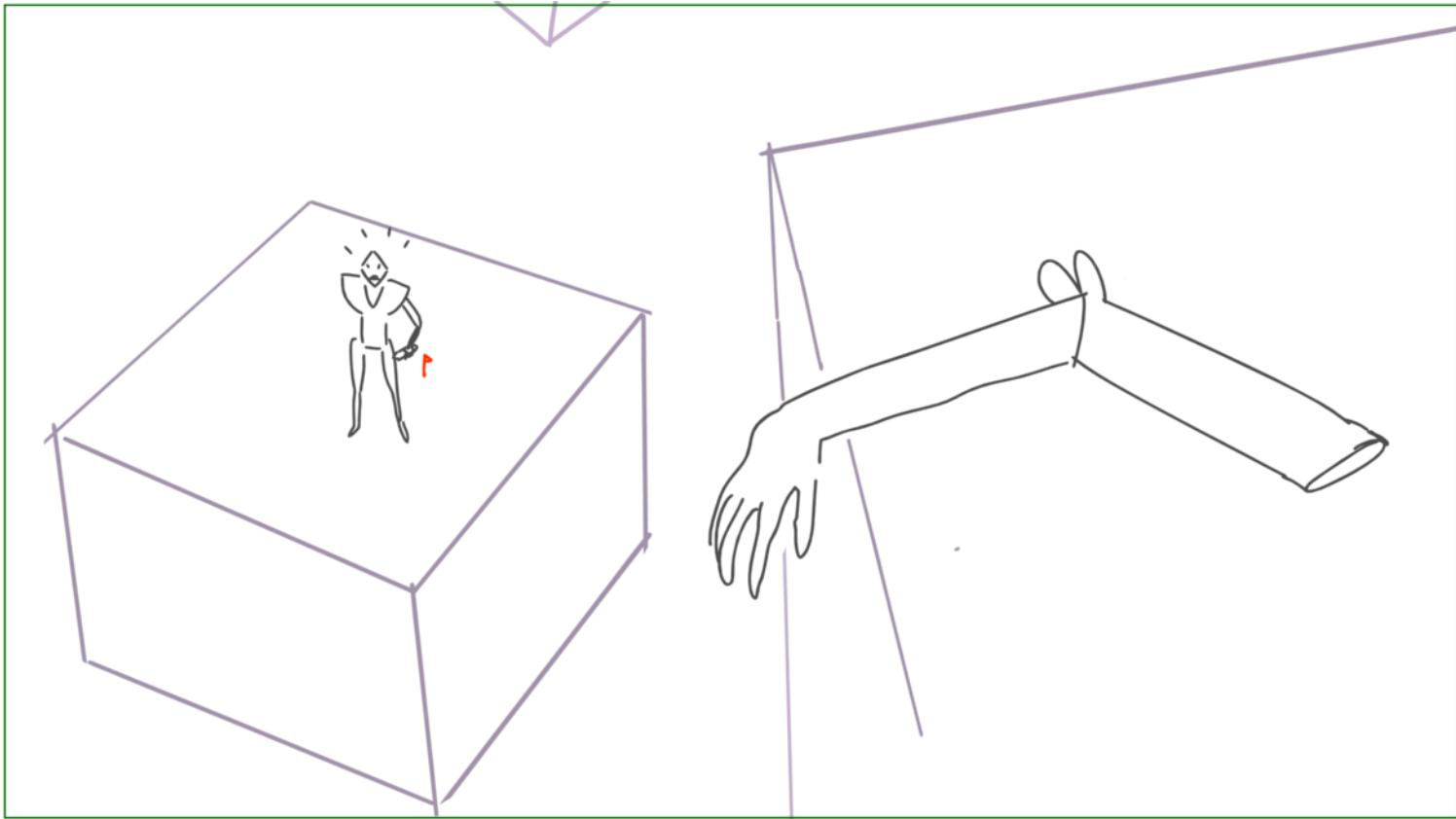


Dialog

Action Notes

Rack focus to Foreground, revealing his severed ARM

Scene	Feet : Frames	Panel / Total	Feet : Frames
99	00:07	6 / 7	00:01

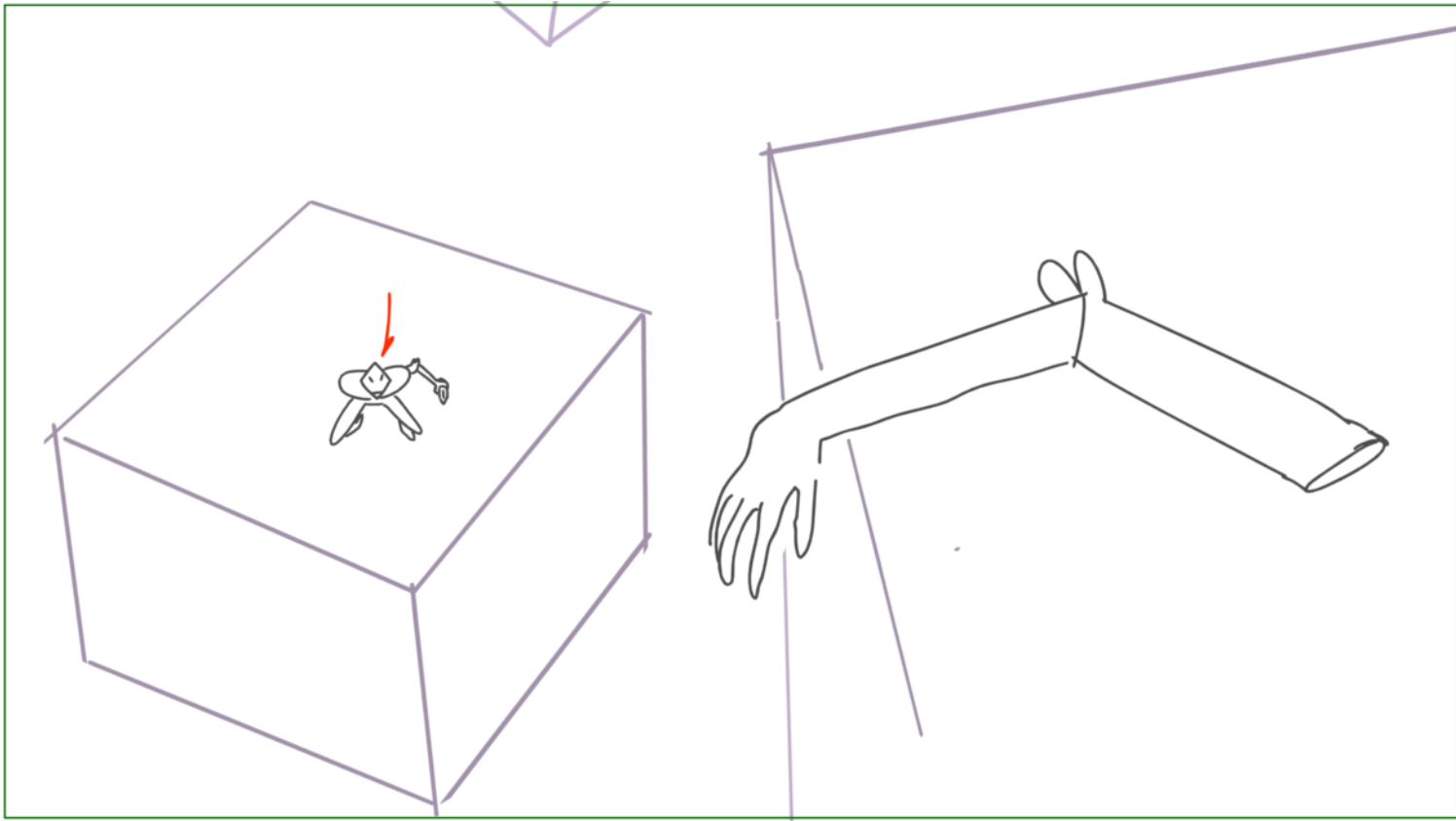


Dialog

Action Notes

He registers his ARM

Scene	Feet : Frames	Panel / Total	Feet : Frames
99	00:07	7 / 7	00:01

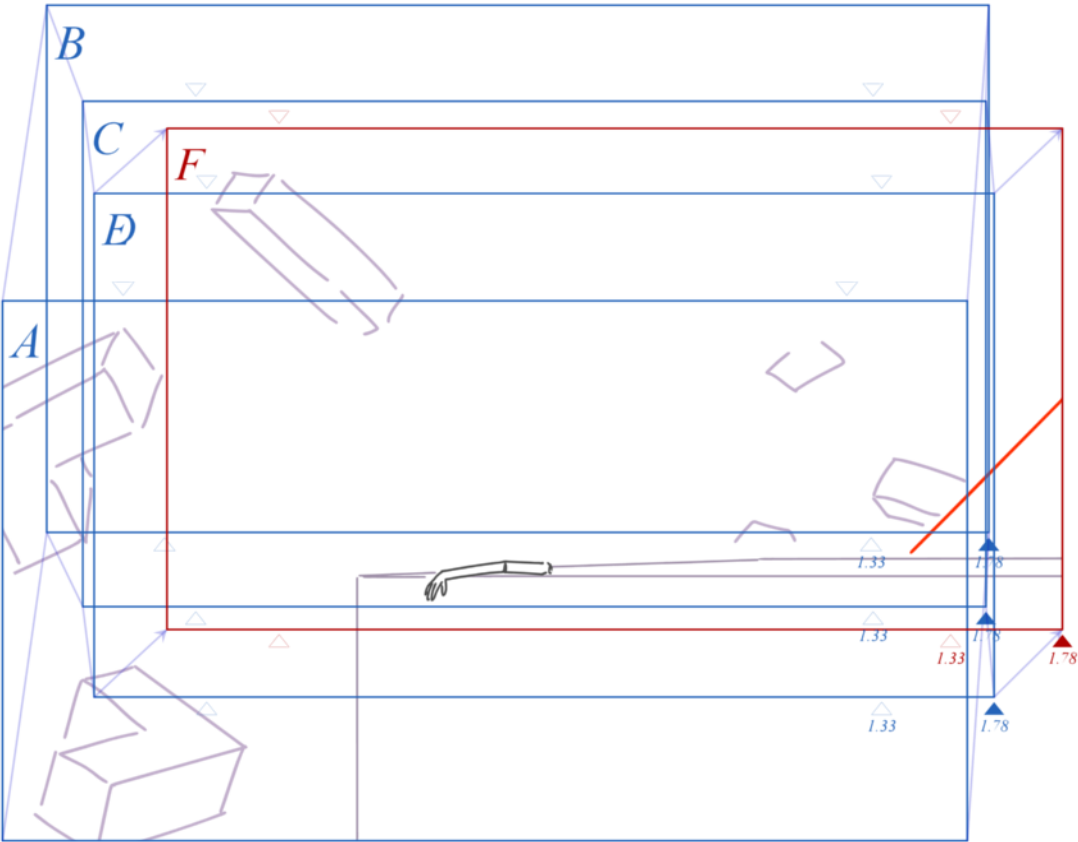


Dialog

Action Notes

SCARAB antics to jump

Scene Layout	Feet : Frames
100	00:10

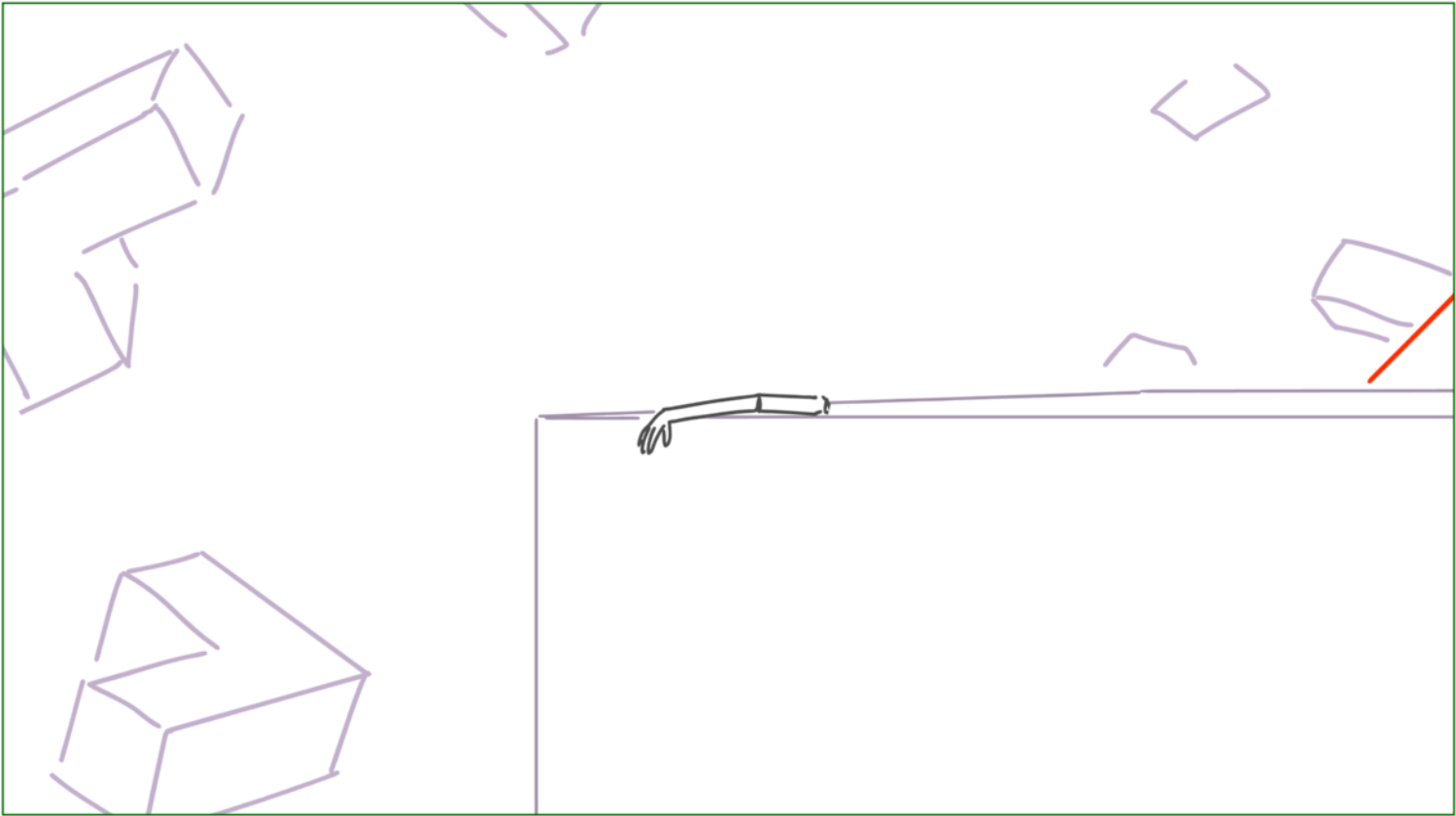


Dialog

Action Notes



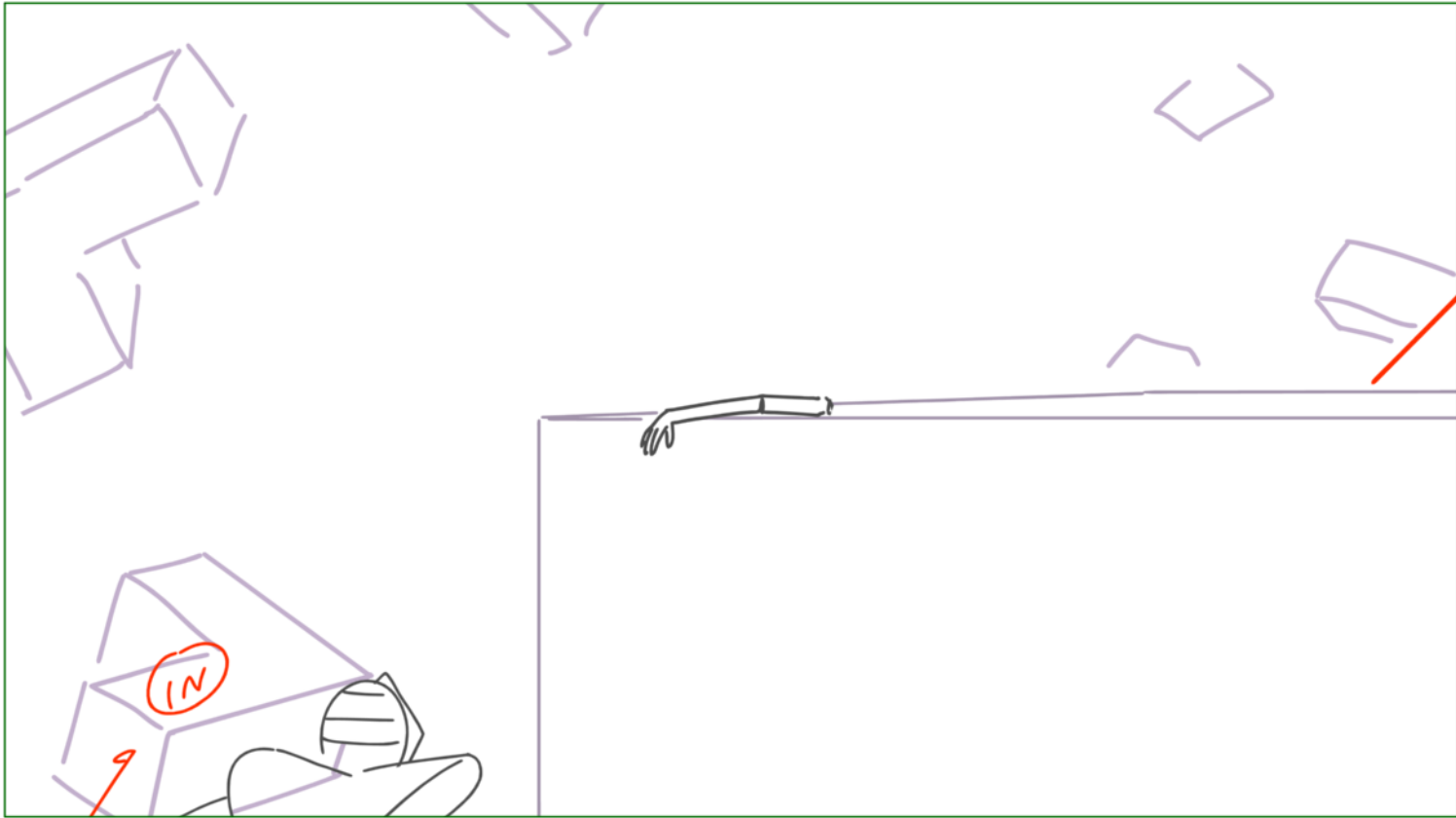
Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	1 / 10	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	2 / 10	00:01

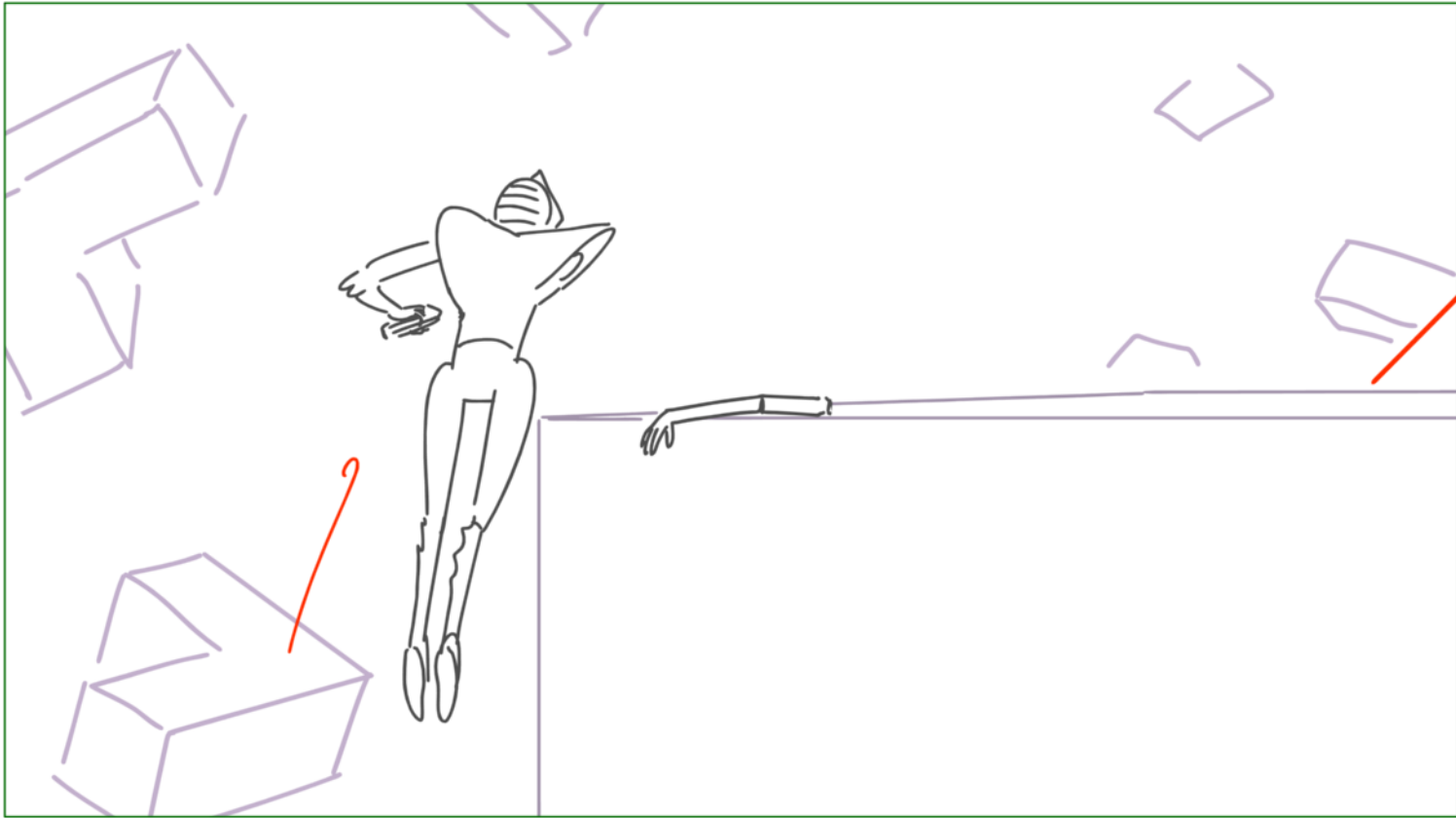


Dialog

Action Notes

SCARAB jumps IN  
(SCARAB holds CRTYSTAL TOOL in left hand)

Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	3 / 10	00:01

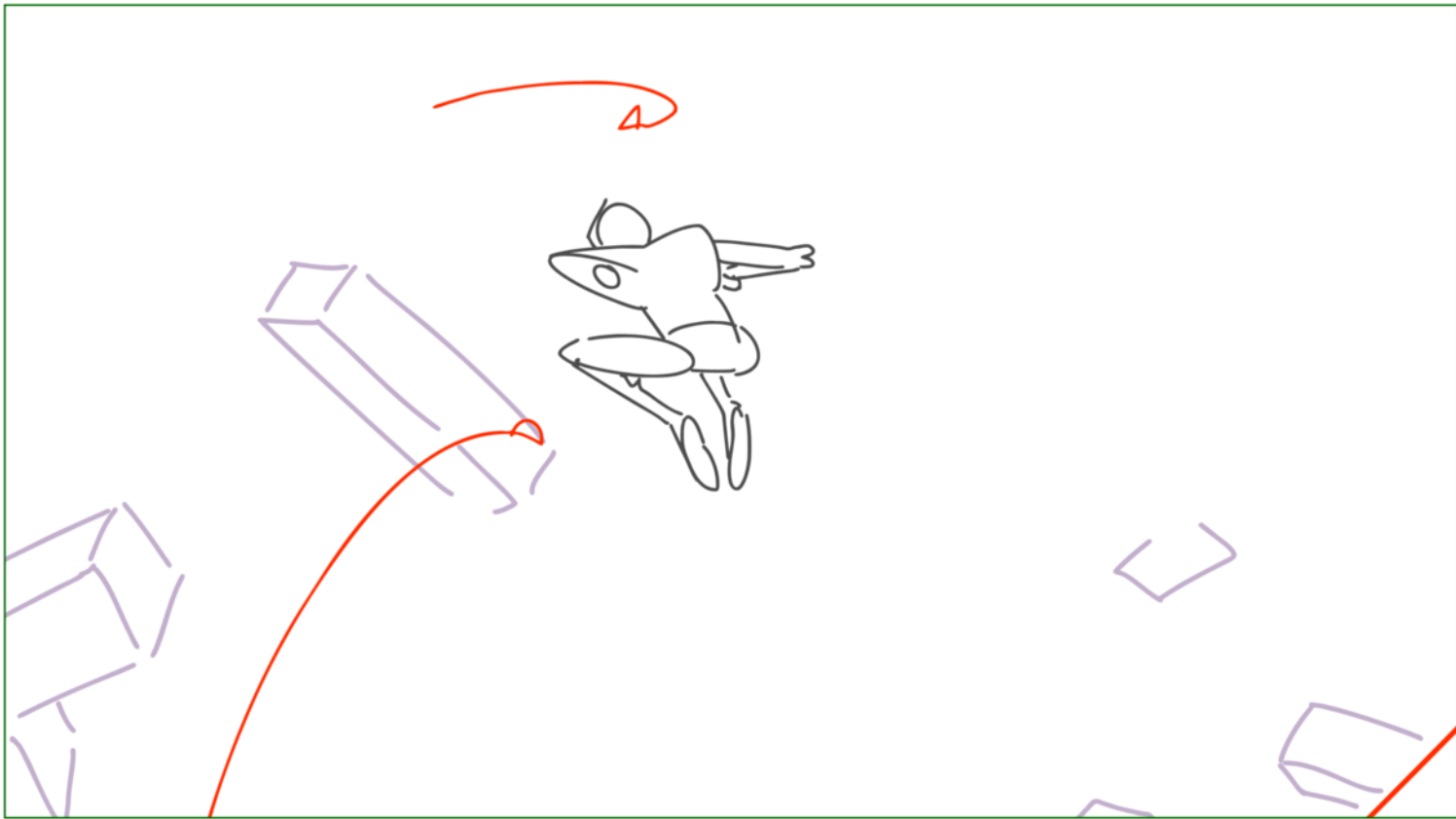


Dialog

Action Notes

CAM ADJ to follow SCARAB

Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	4 / 10	00:01

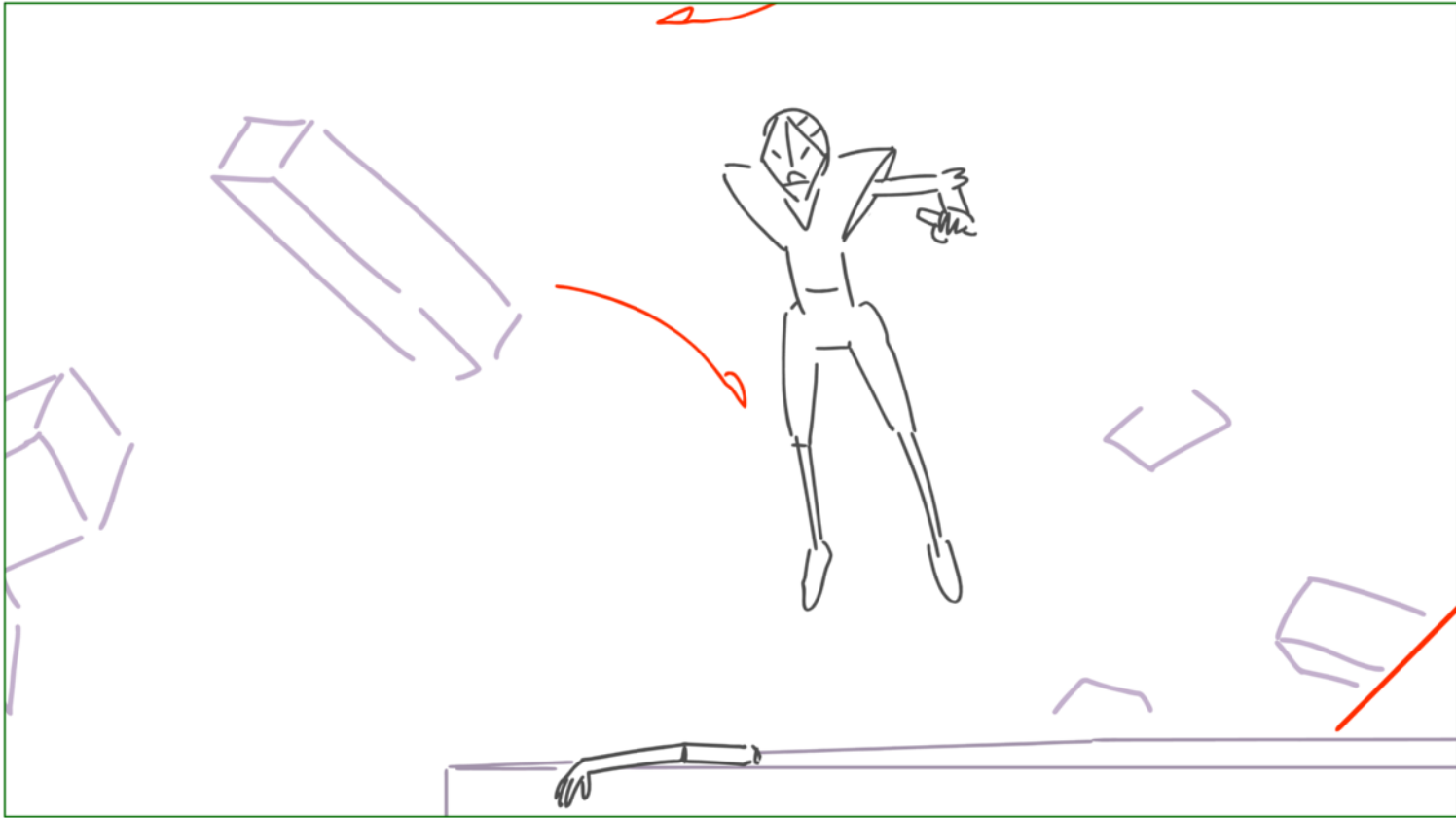


Dialog

Action Notes

SCARAB rotates himself through the apex of the jump

Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	5 / 10	00:01

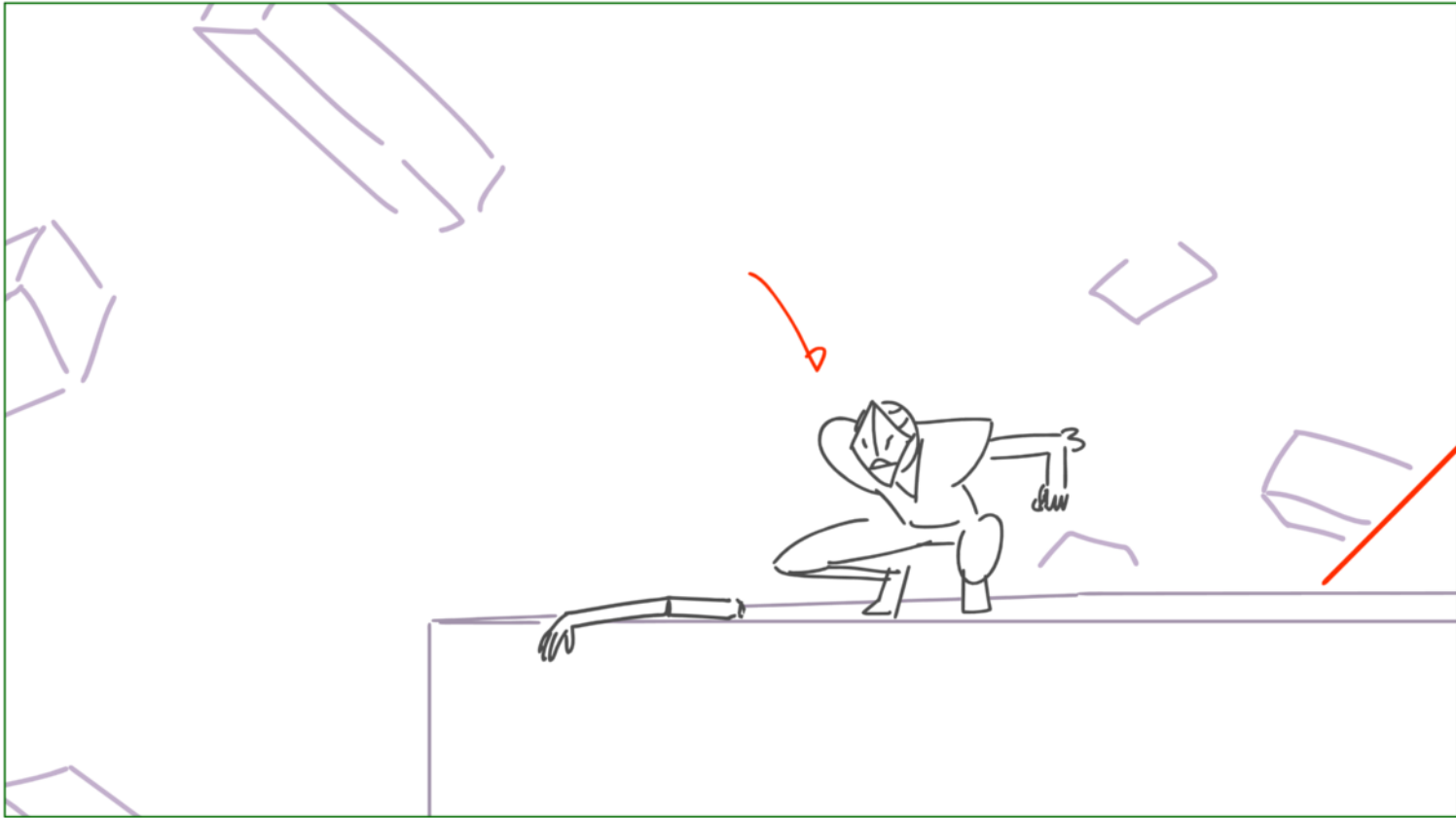


Dialog

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	6 / 10	00:01



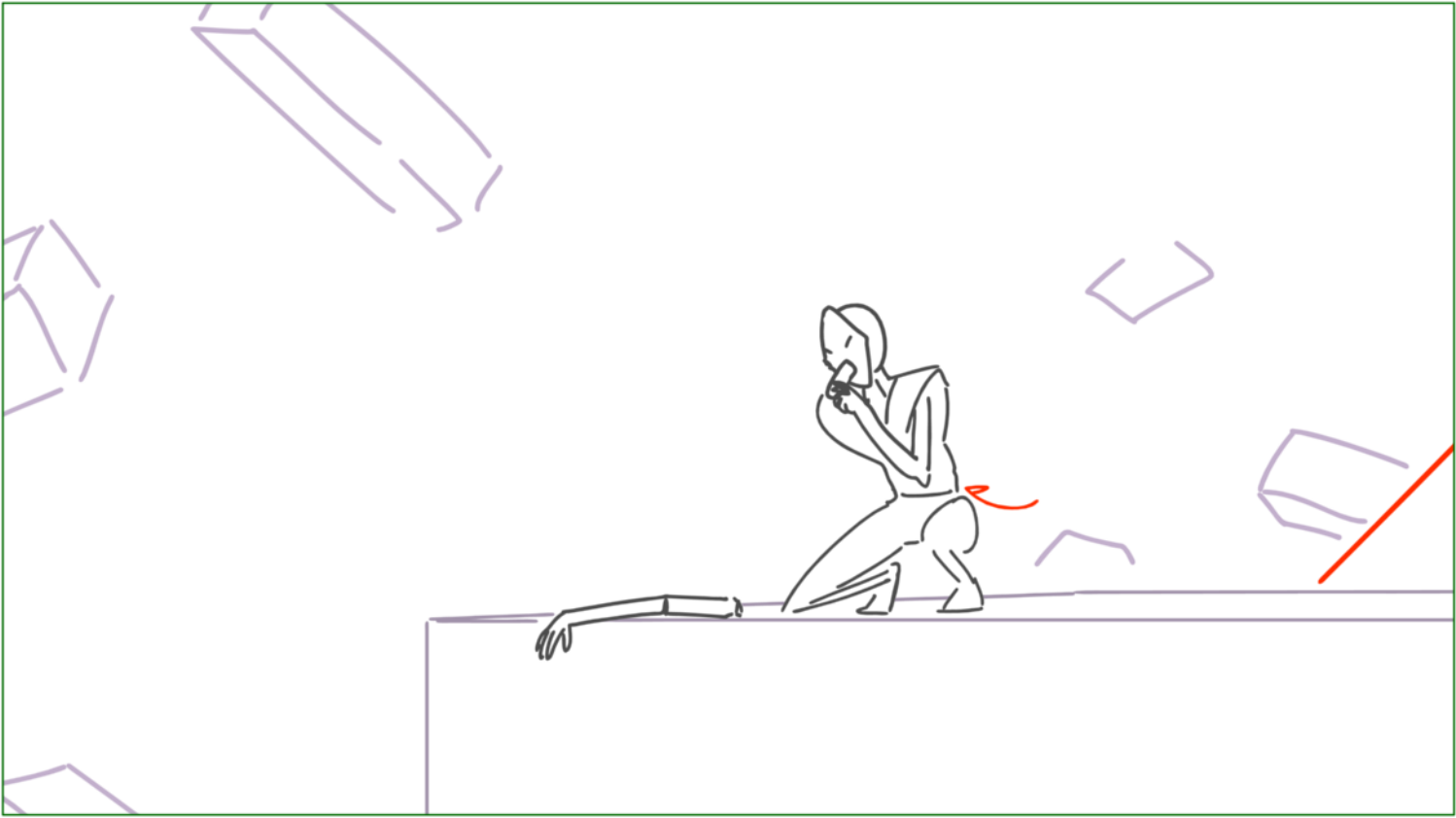
Dialog

Action Notes

CAM STOP

SCARAB lands on block, by his ARM

Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	7 / 10	00:01

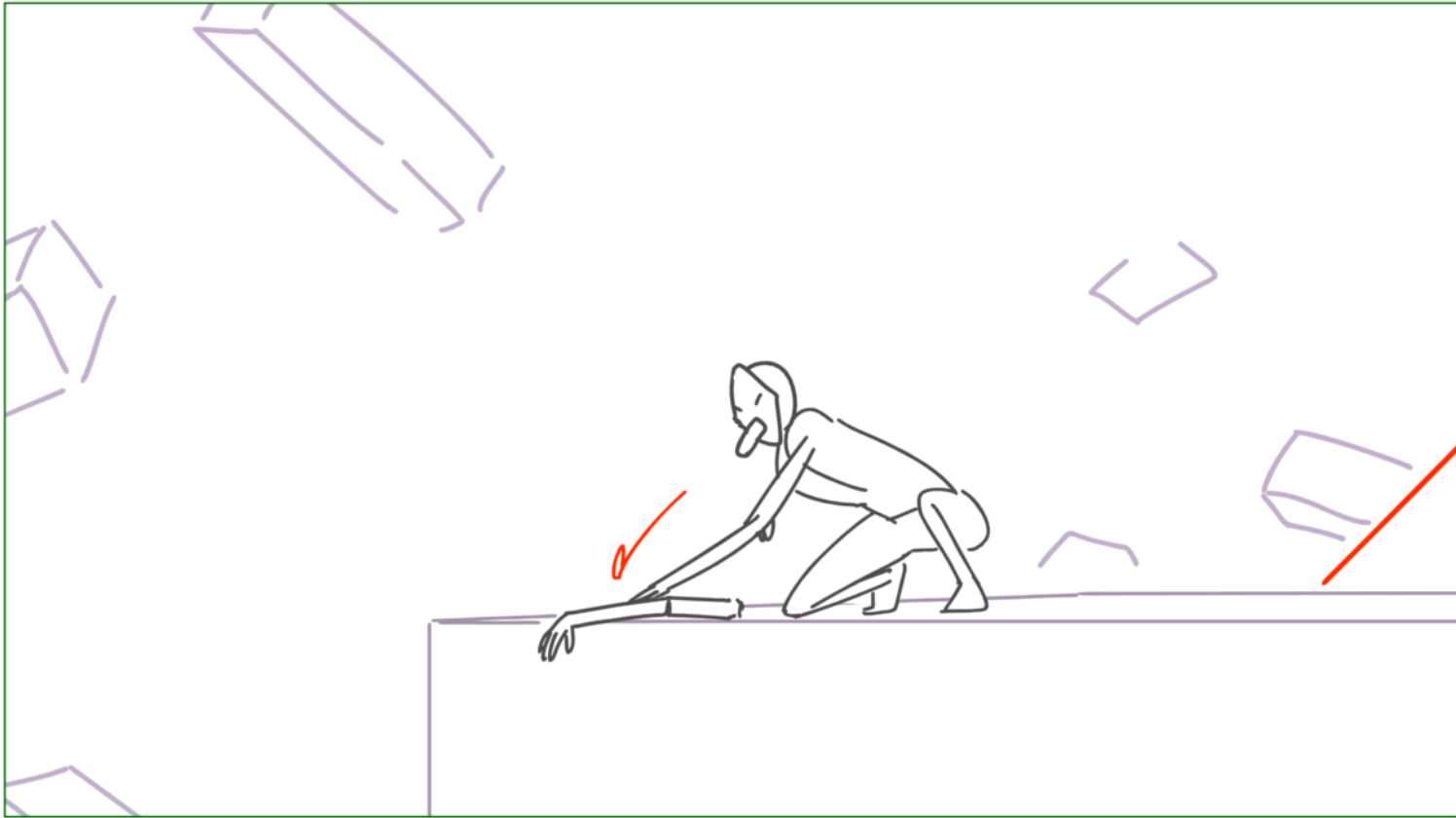


Dialog

Action Notes

SCARAB puts CRYSTAL in his mouth

Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	8 / 10	00:01



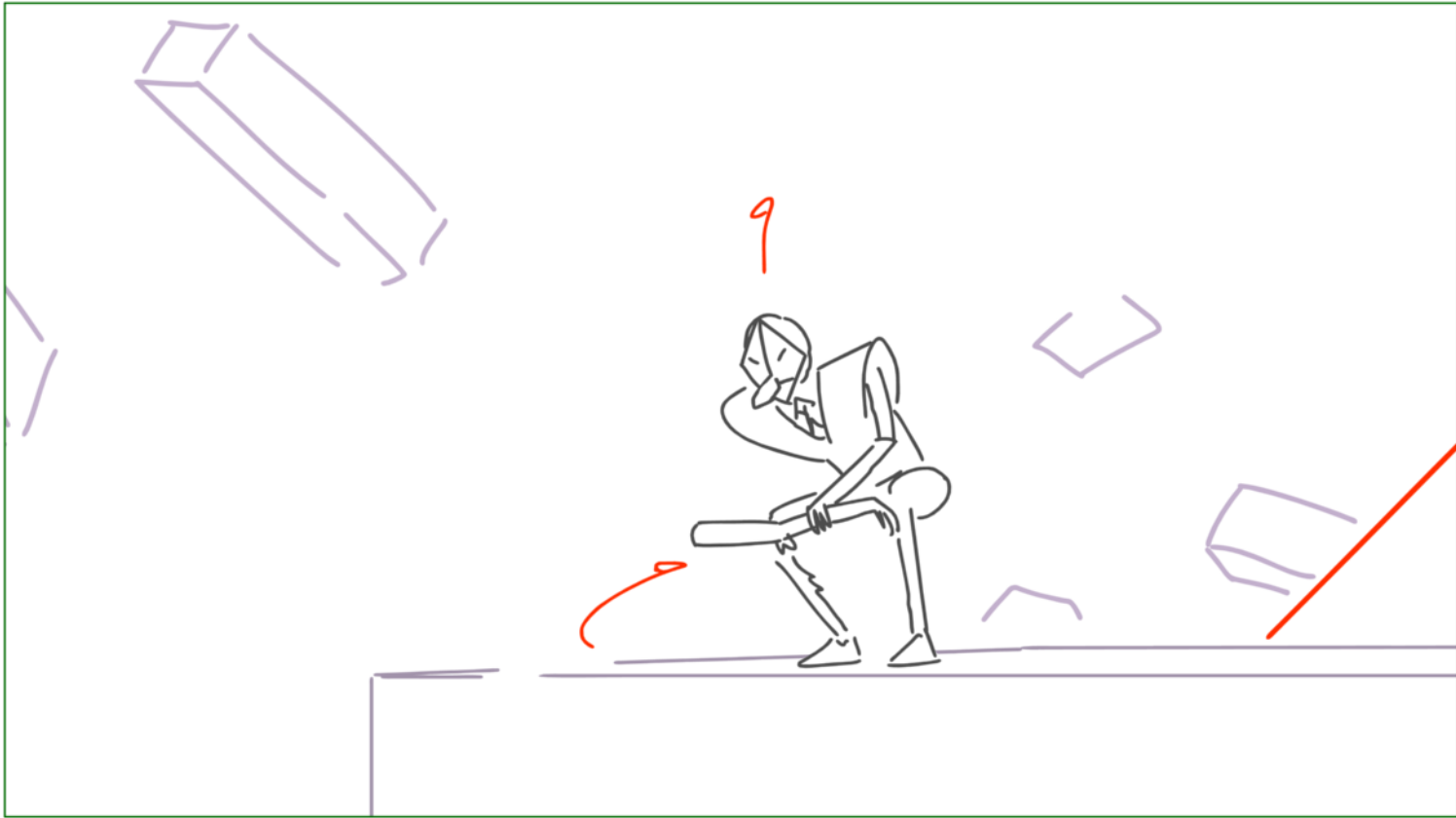
Dialog

Action Notes

He grabs his severed arm  
CAM ADJ as he stands



Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	9 / 10	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
100	00:10	10 / 10	00:01



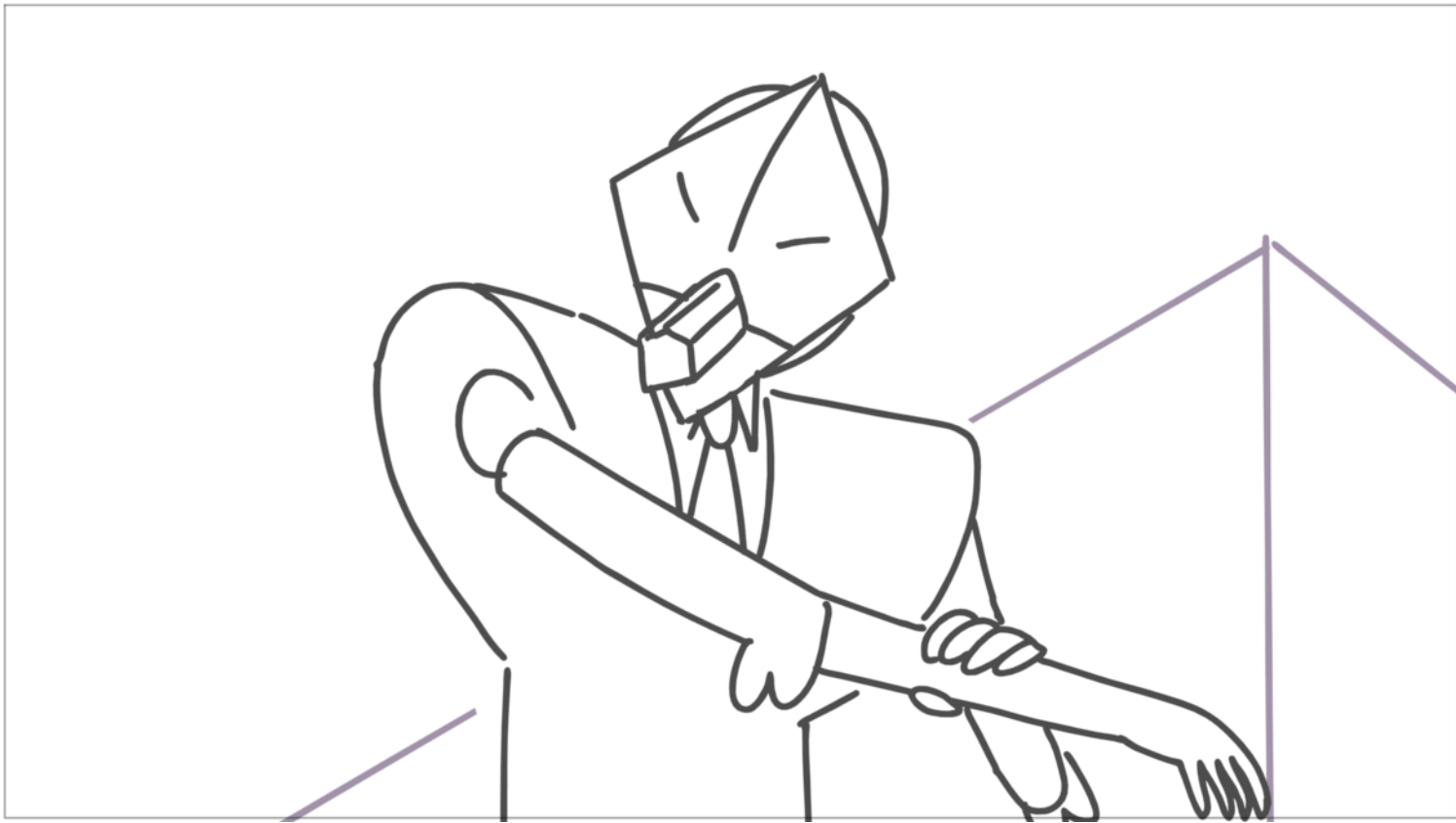
Dialog

Action Notes

**CAM STOP**

He brings his ARM to its socket

Scene	Feet : Frames	Panel / Total	Feet : Frames
101	00:02	1 / 2	00:01

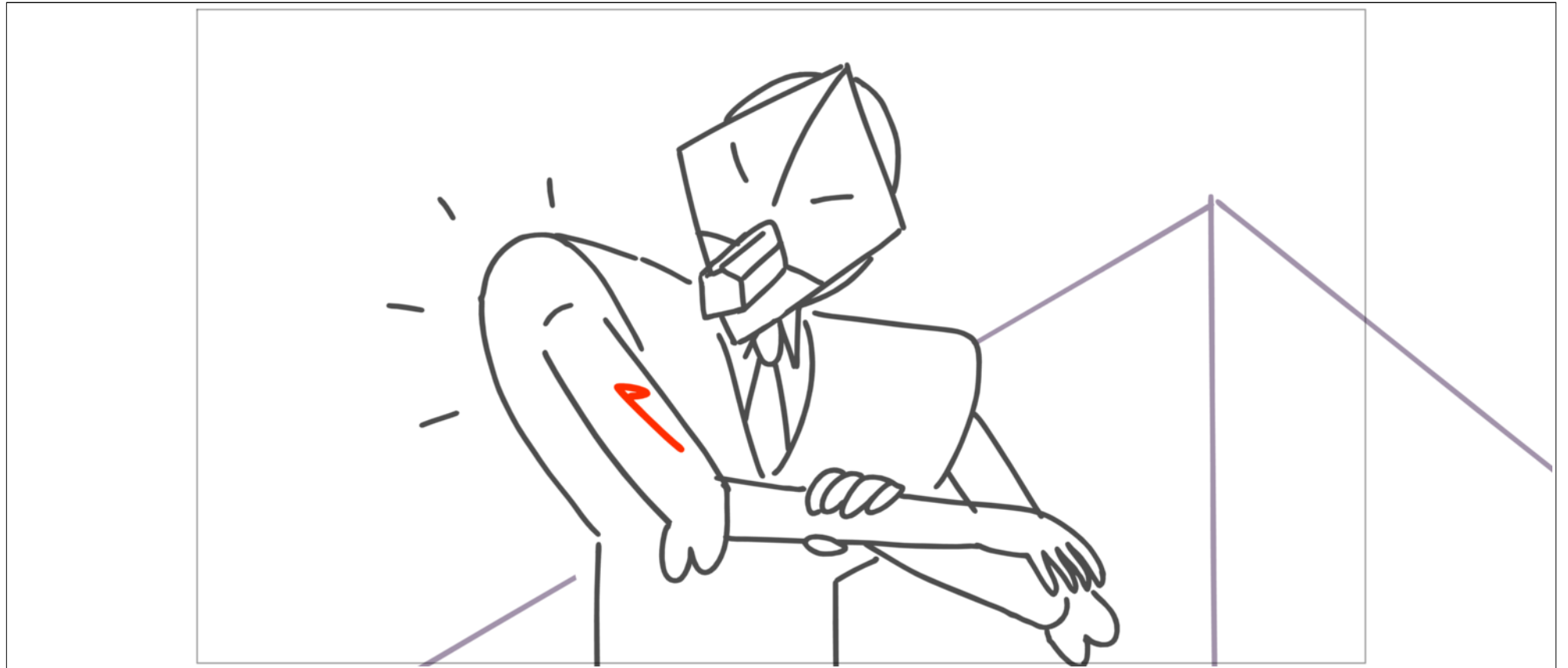


Dialog

Action Notes

H/U SCARAB reattaching his severed arm

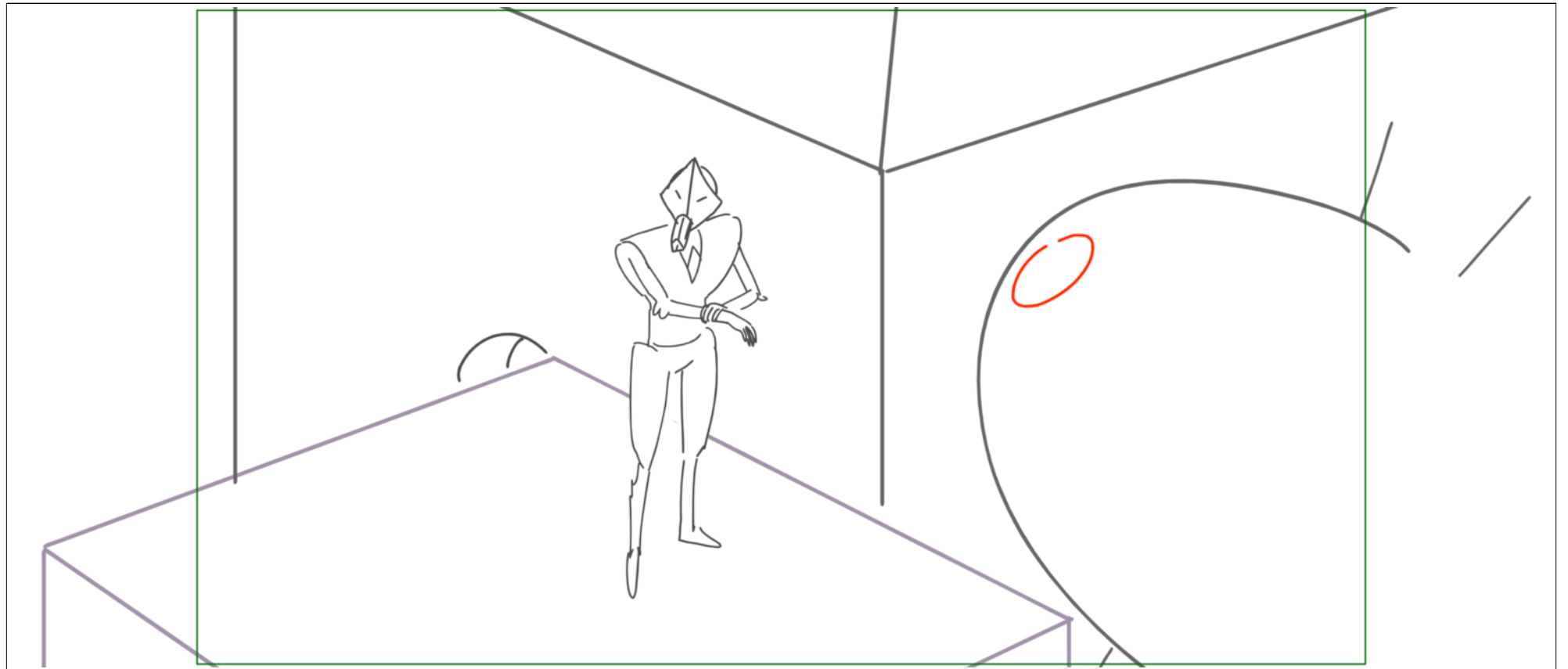
Scene	Feet : Frames	Panel / Total	Feet : Frames
101	00:02	2 / 2	00:01



Dialog

Action Notes  
SCARAB reattaches his arm.  
SFX:Pop!

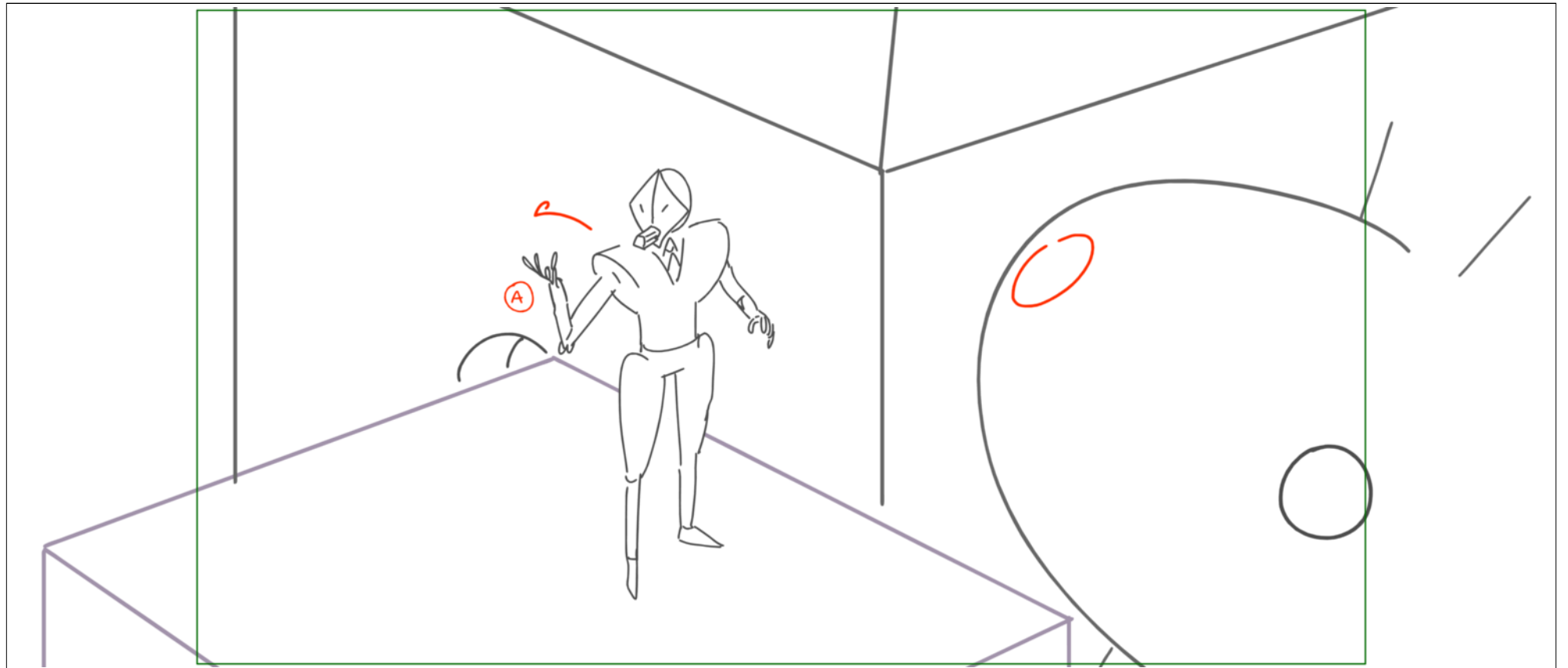
Scene	Feet : Frames	Panel / Total	Feet : Frames
102	00:08	1 / 8	00:01



Dialog

Action Notes  
H/U SCARAB

Scene	Feet : Frames	Panel / Total	Feet : Frames
102	00:08	2 / 8	00:01



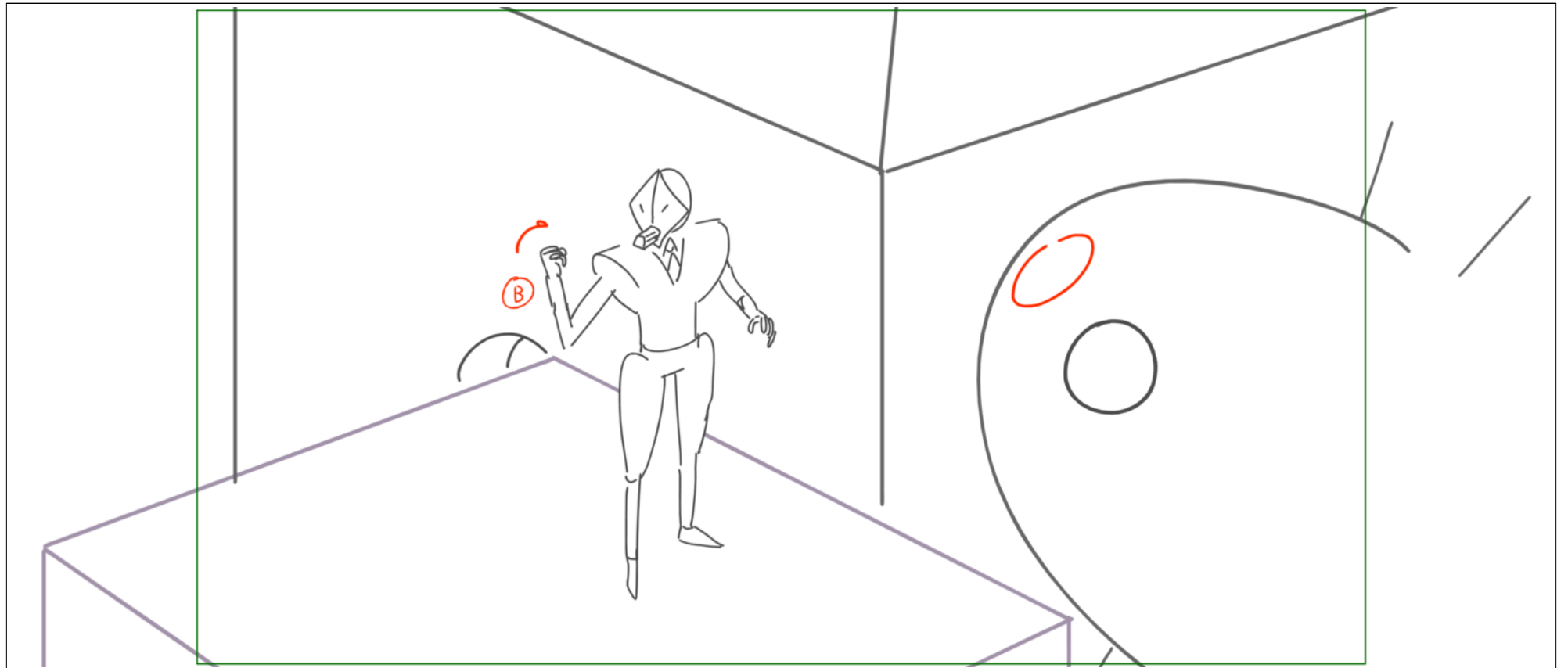
Dialog

Action Notes

SCARAB tests his arm, opening and closing his fingers x 2.

GOLB's eye move toward SCARAB

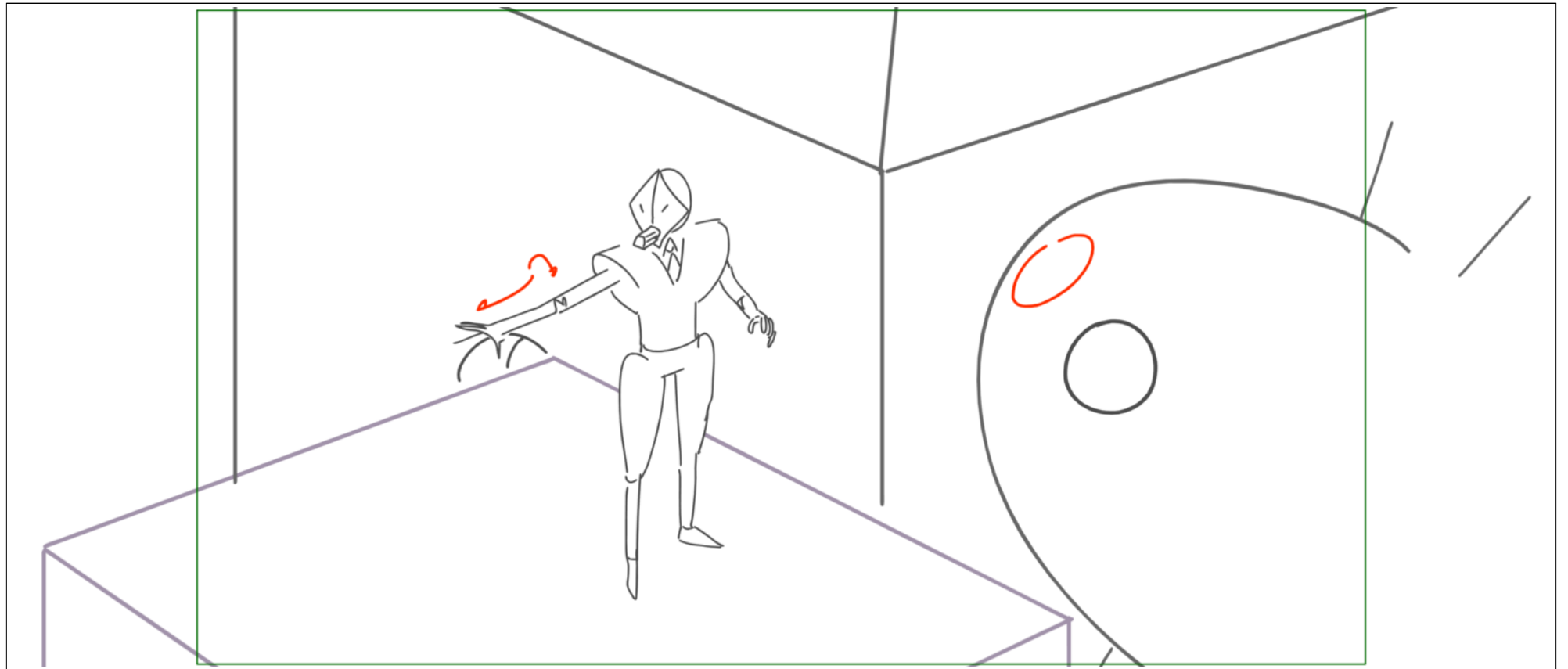
Scene	Feet : Frames	Panel / Total	Feet : Frames
102	00:08	3 / 8	00:01



Dialog

Action Notes  
 GOLB's eye move toward SCARAB stop

Scene	Feet : Frames	Panel / Total	Feet : Frames
102	00:08	4 / 8	00:01



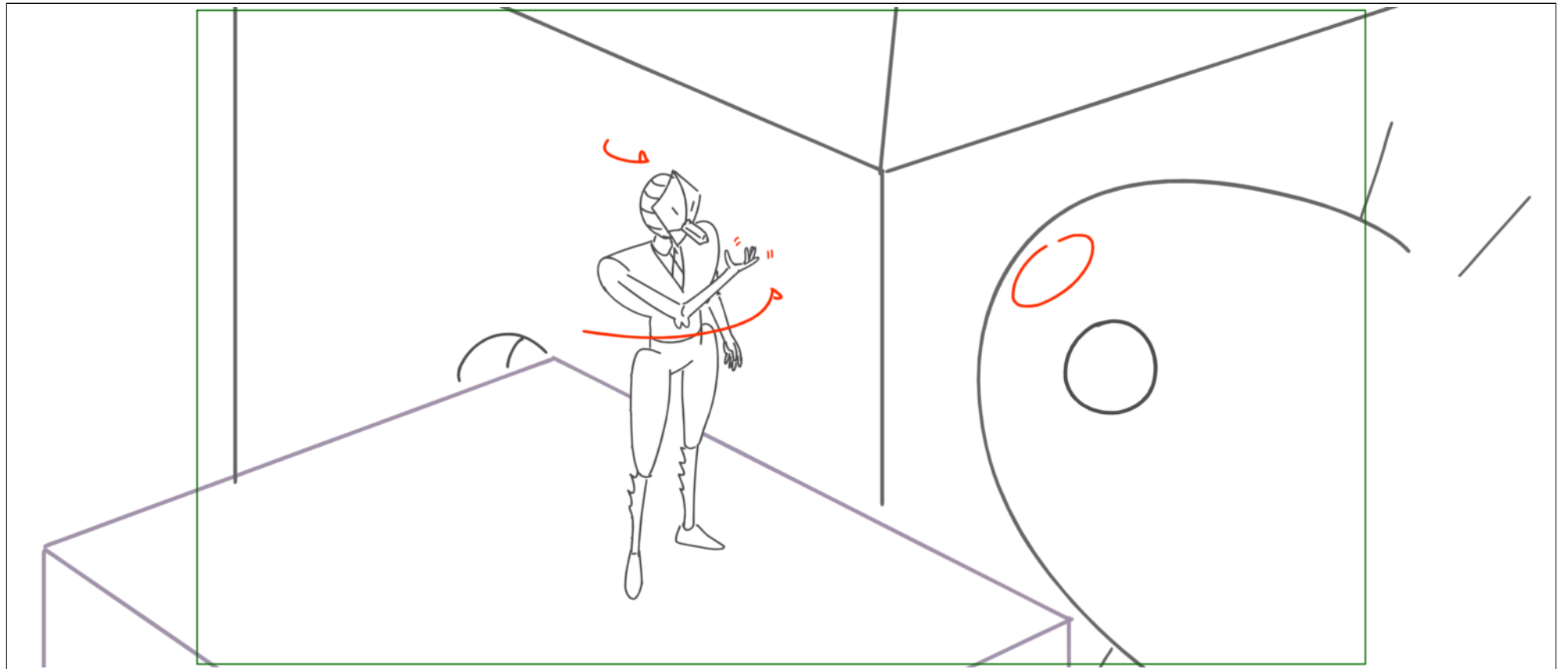
Dialog

Action Notes

SCARAB extends his arm



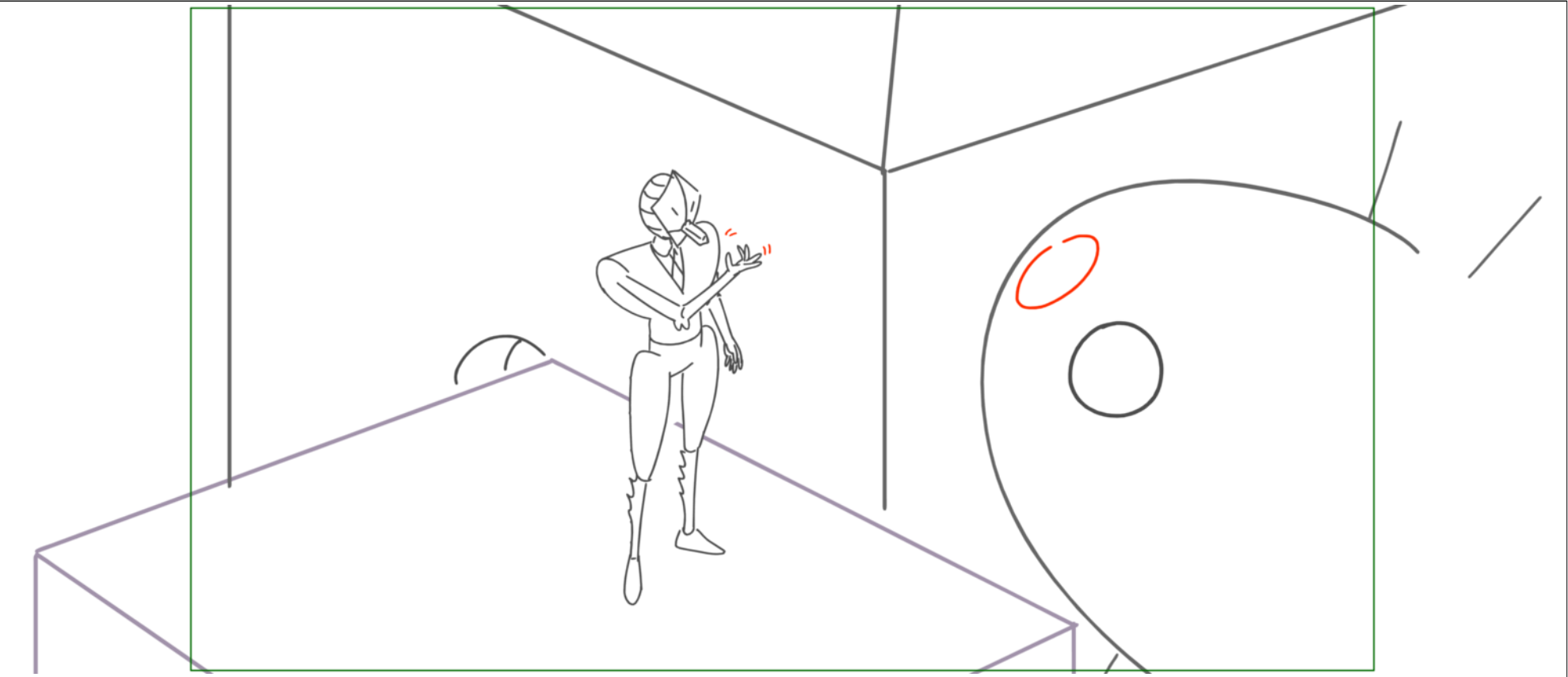
Scene	Feet : Frames	Panel / Total	Feet : Frames
102	00:08	5 / 8	00:01



Dialog

Action Notes  
he brings it in front of him and wiggles his fingers

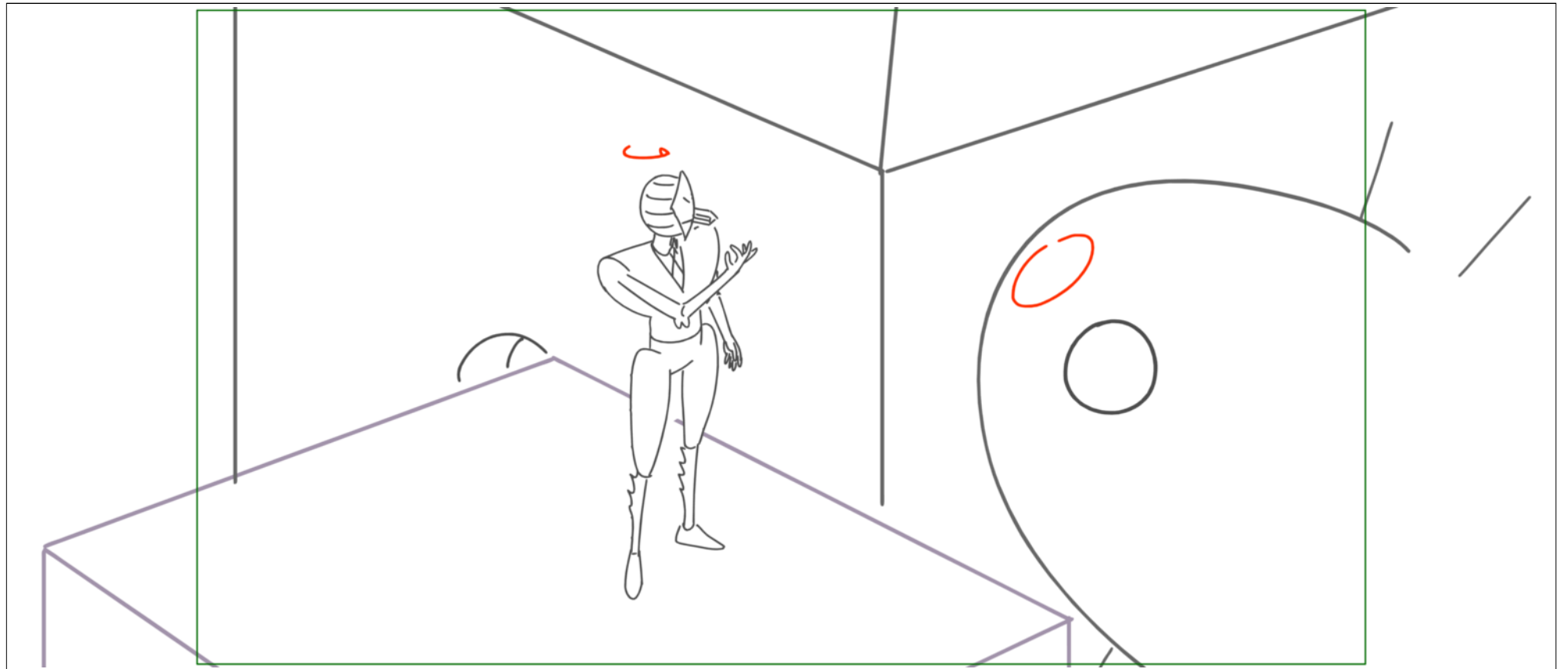
Scene	Feet : Frames	Panel / Total	Feet : Frames
102	00:08	6 / 8	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
102	00:08	7 / 8	00:01

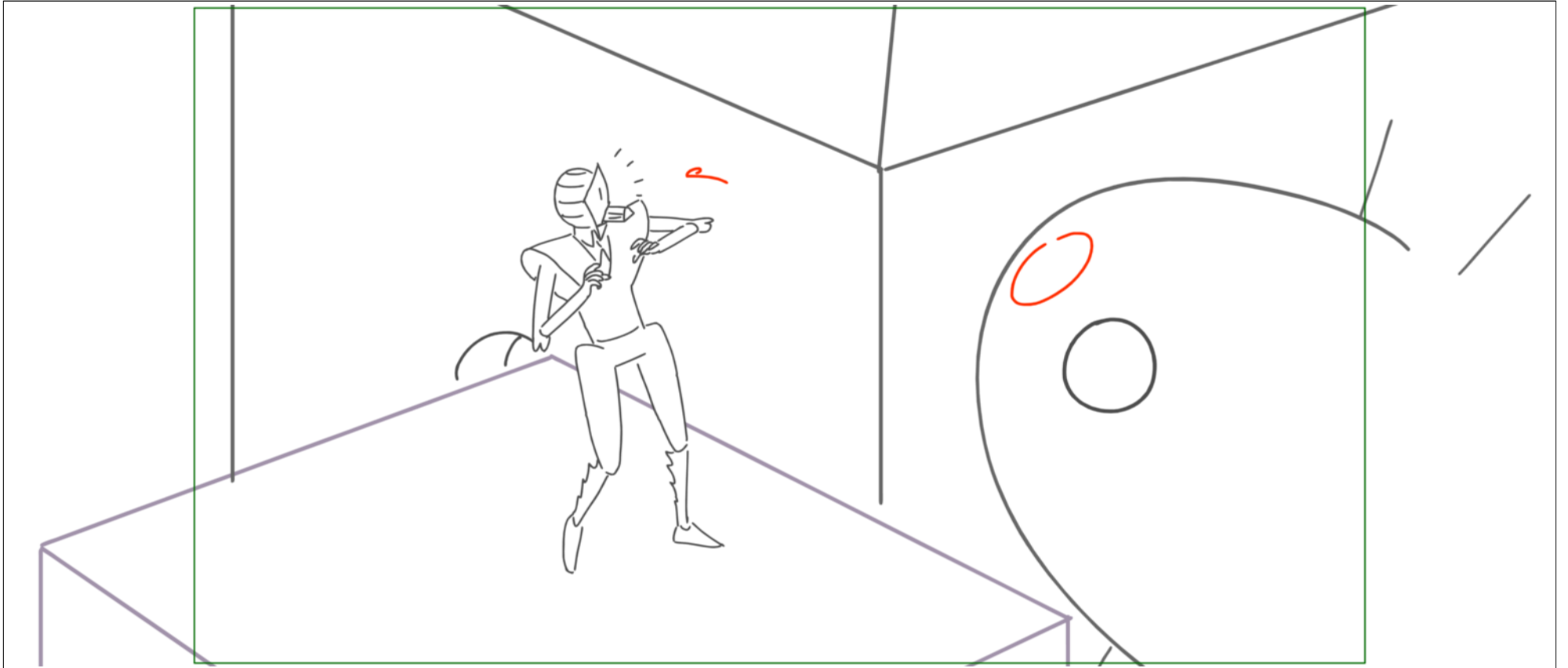


Dialog

Action Notes

SCARAB notices GOLB looking at thim

Scene	Feet : Frames	Panel / Total	Feet : Frames
102	00:08	8 / 8	00:01



Dialog

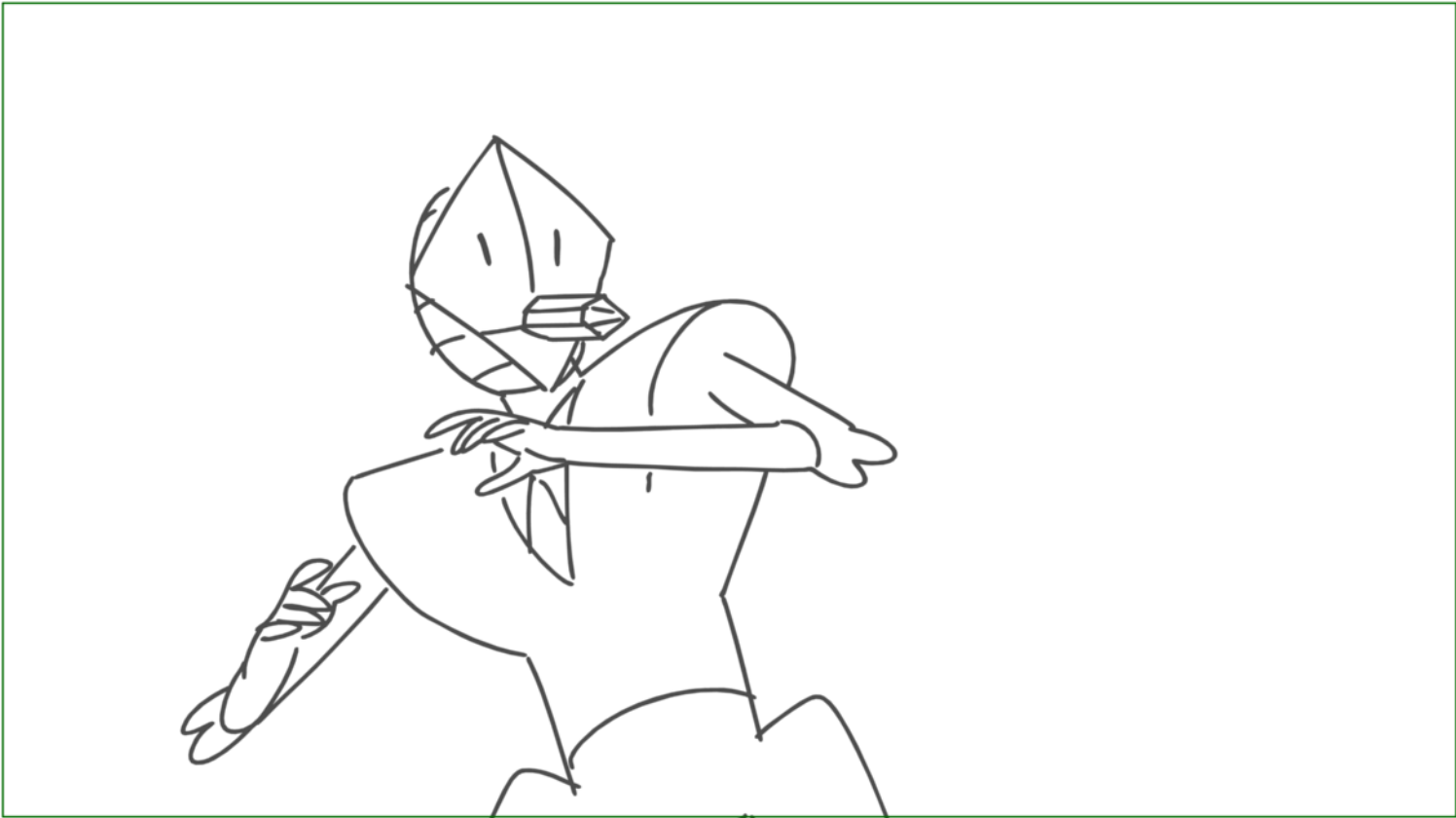
S:  
Ah!

ALT:  
Oh Golb!!

Action Notes

SCARAB startles

Scene	Feet : Frames	Panel / Total	Feet : Frames
103	00:04	1 / 4	00:01



Dialog

Action Notes

H/U SCARAB

Scene	Feet : Frames	Panel / Total	Feet : Frames
103	00:04	2 / 4	00:01

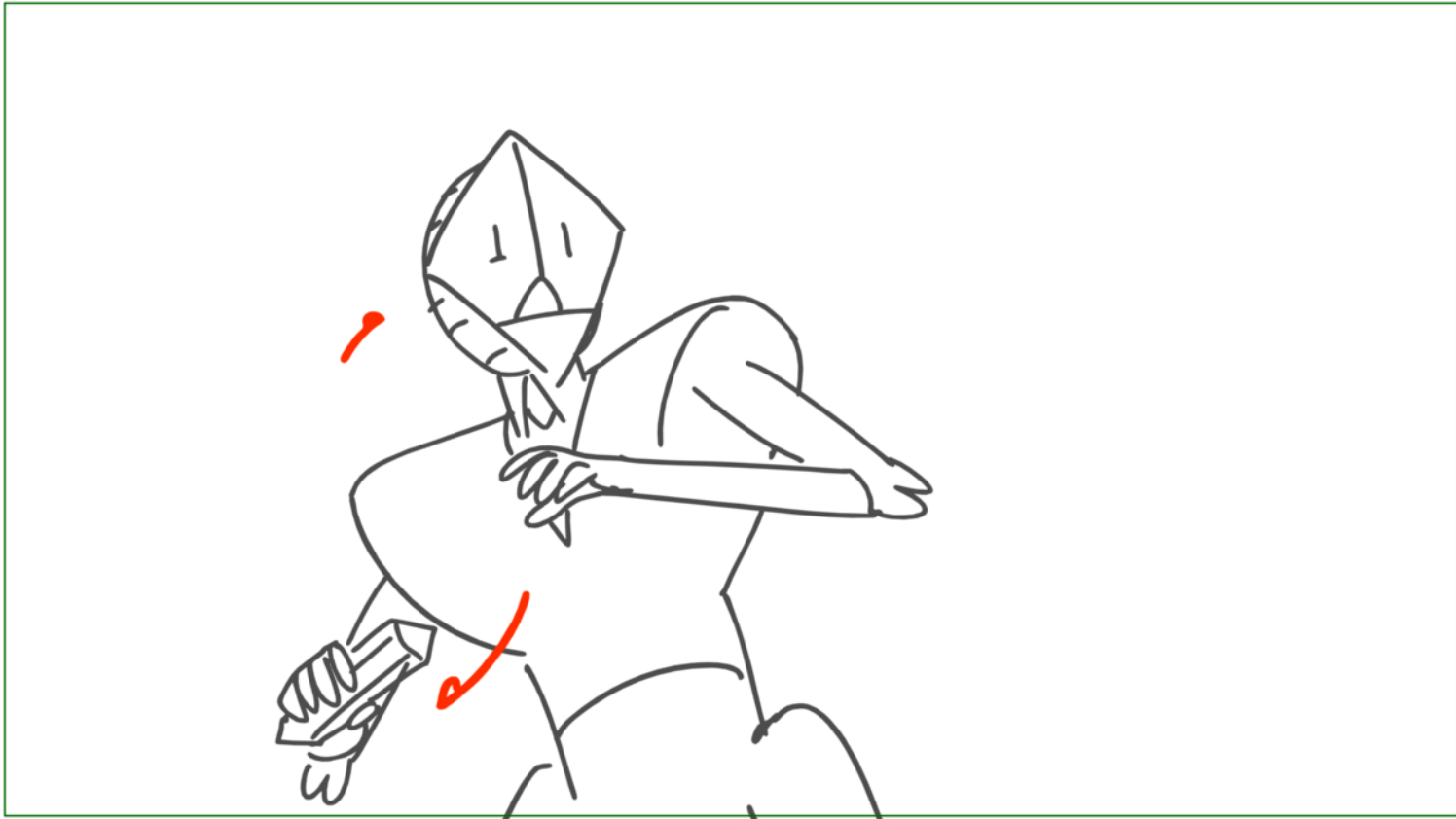


Dialog

Action Notes

SCARAB takes the CRYSTAL tool from his mouth

Scene	Feet : Frames	Panel / Total	Feet : Frames
103	00:04	3 / 4	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
103	00:04	4 / 4	00:01



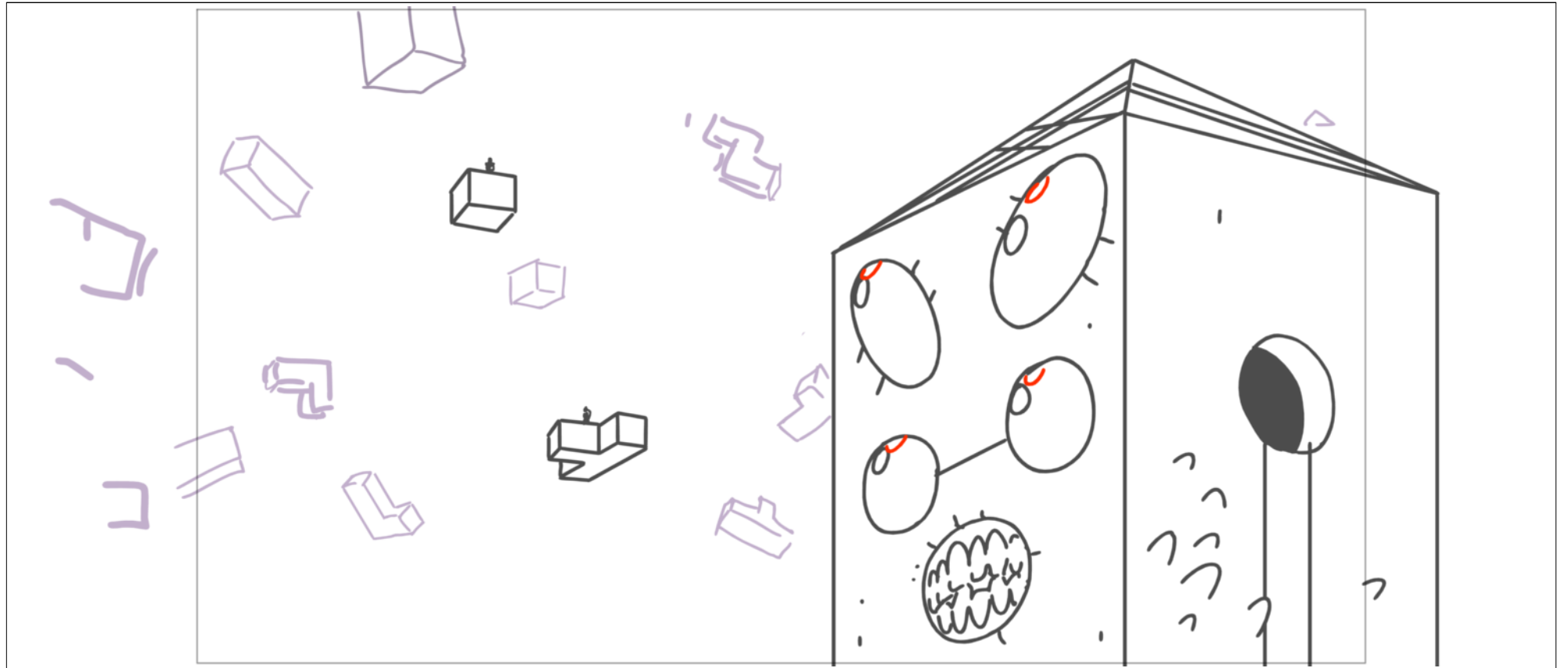
Dialog

Action Notes

His surprised expression relaxes and he sizes up Golb O/S



Scene	Feet : Frames	Panel / Total	Feet : Frames
104	00:03	1 / 3	00:01

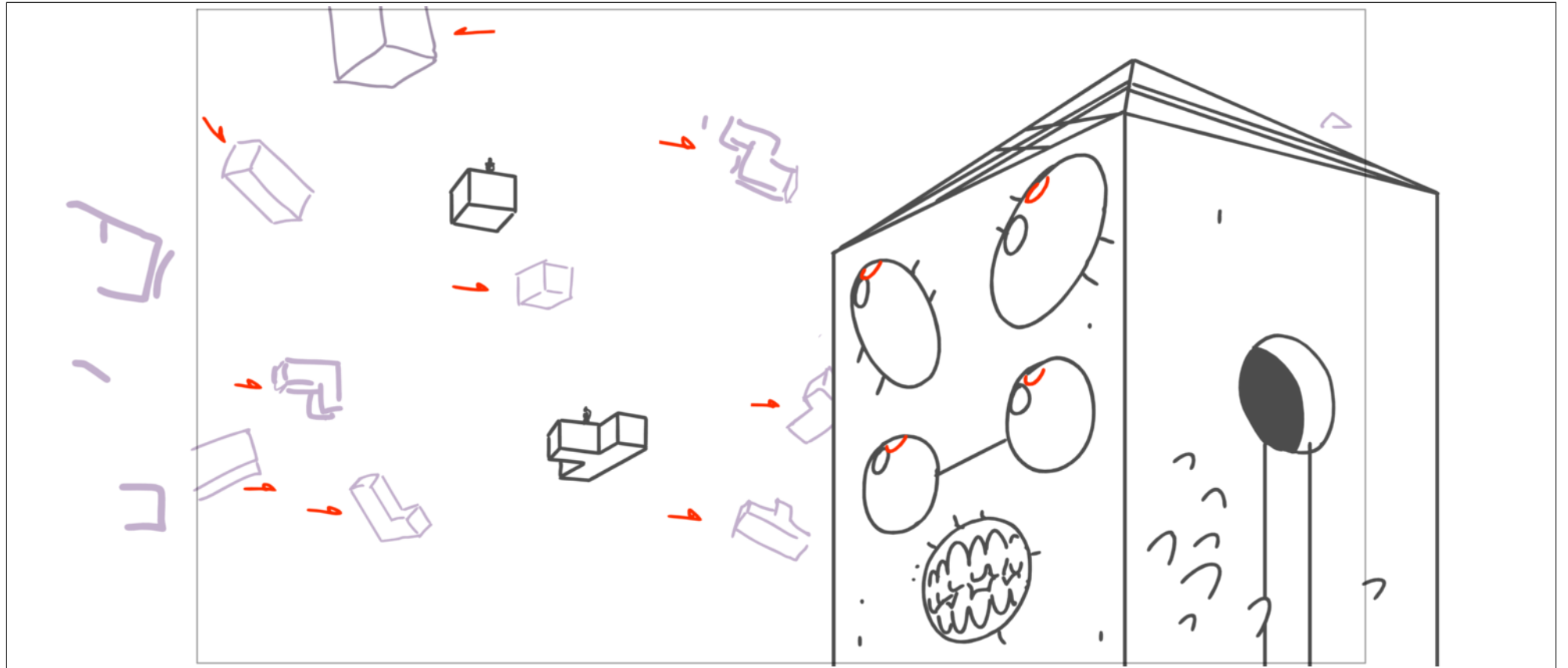


Dialog

Action Notes

BLOCKS drift slowly  
H/U SCARAB  
GOLB looks at SCARAB

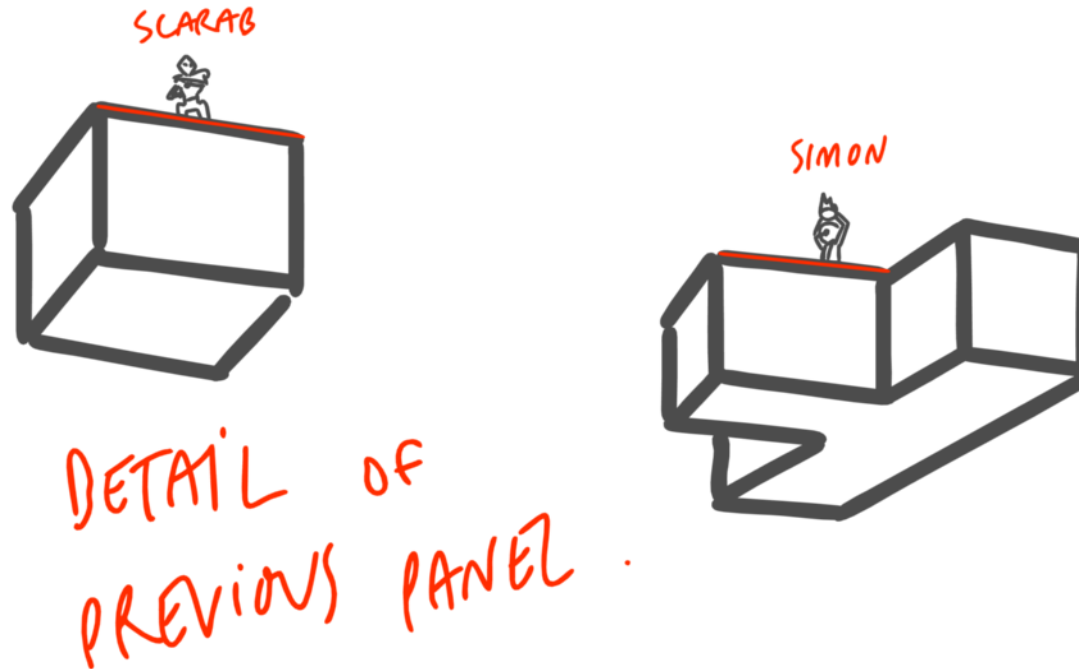
Scene	Feet : Frames	Panel / Total	Feet : Frames
104	00:03	2 / 3	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
104	00:03	3 / 3	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
105	00:05	1 / 5	00:01

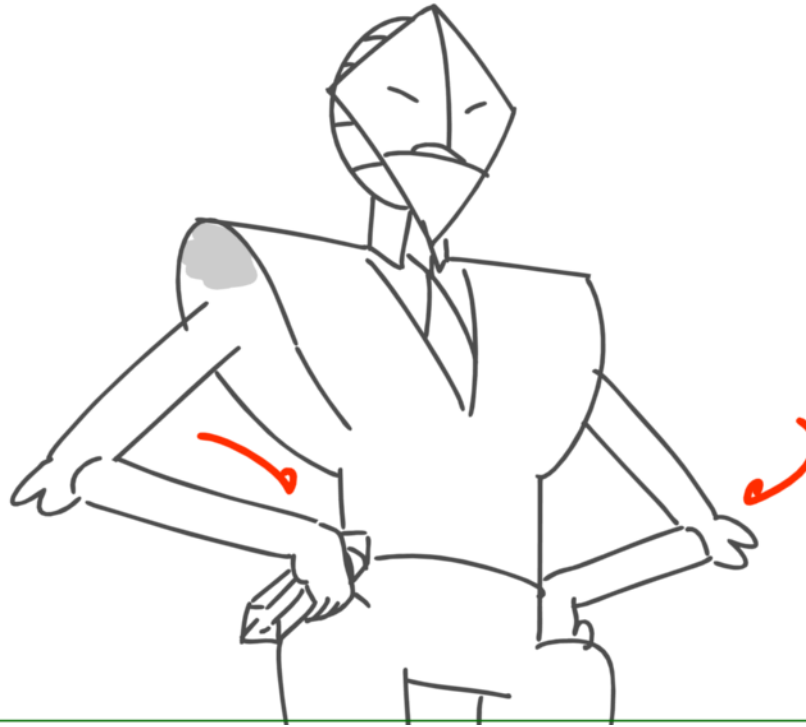


Dialog

Action Notes

H/U SCARAB

Scene	Feet : Frames	Panel / Total	Feet : Frames
105	00:05	2 / 5	00:01



Dialog

S:  
Hmph. Is that all...

Action Notes

SCARAB dismisses his initial worry, putting his hands on his hips

Scene	Feet : Frames	Panel / Total	Feet : Frames
105	00:05	3 / 5	00:01

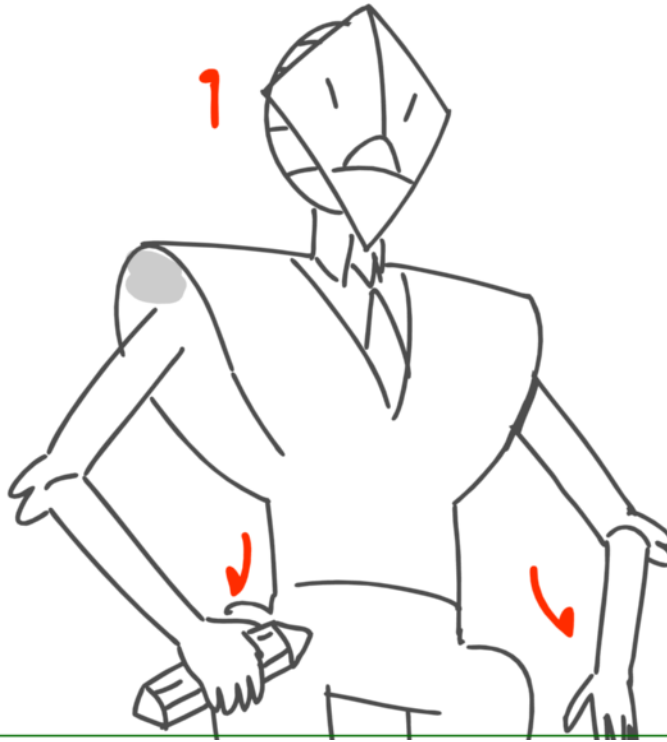


Dialog

S (O/S, mumbling):  
Ow! I stepped on my tail.

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
105	00:05	4 / 5	00:01

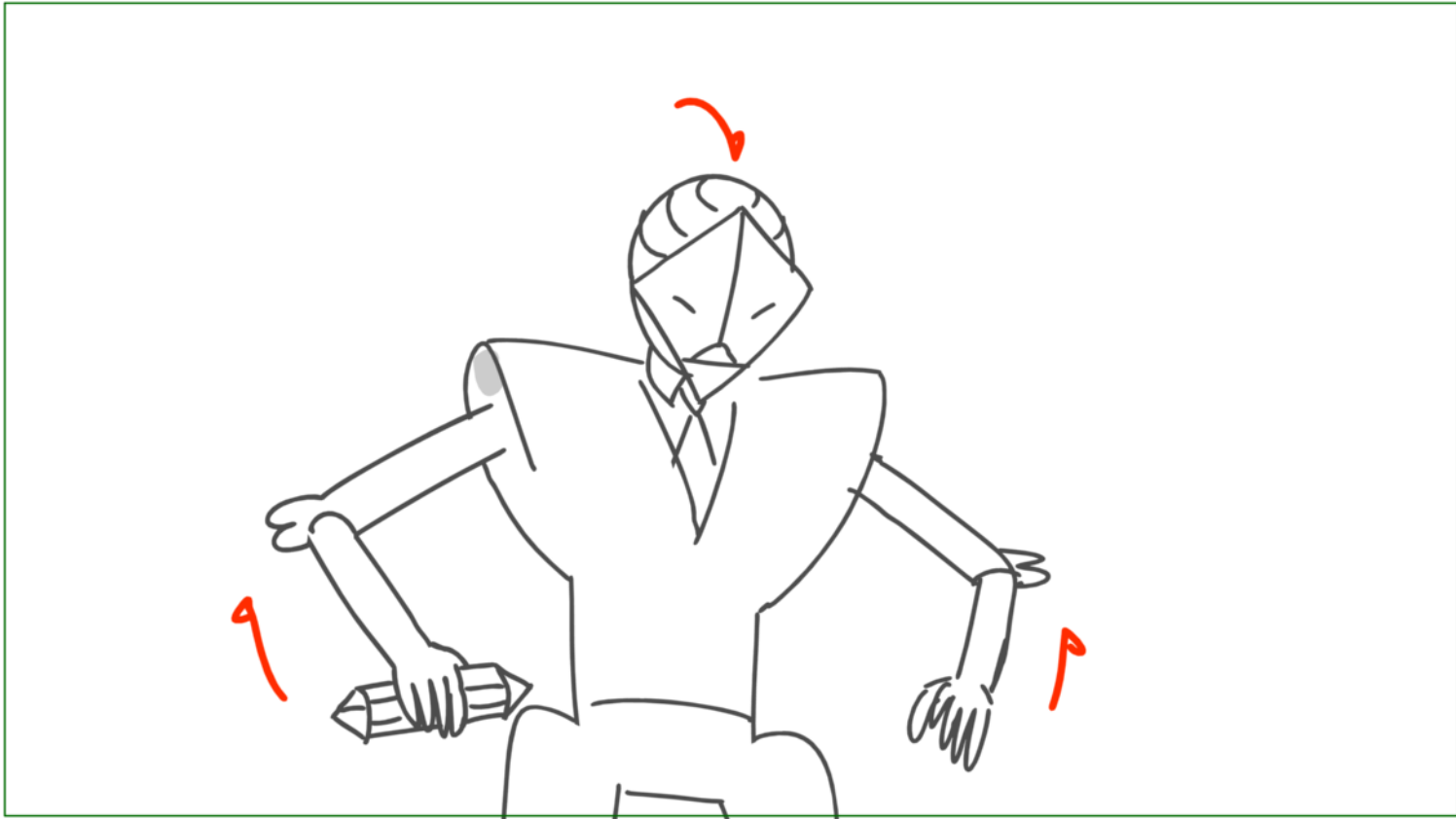


Dialog

Action Notes

SCARAB hears Simon O/S

Scene	Feet : Frames	Panel / Total	Feet : Frames
105	00:05	5 / 5	00:01



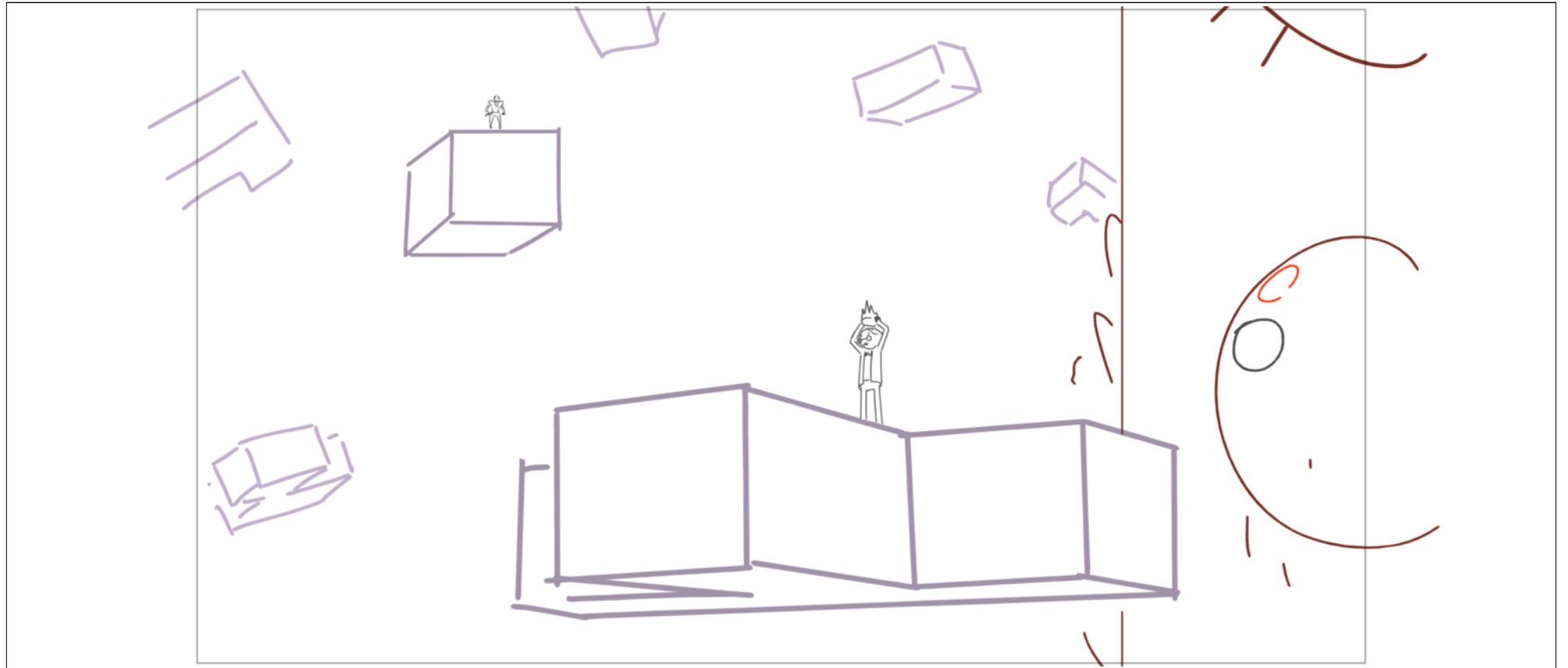
Dialog

Action Notes

SCARAB looks down off the edge of his block



Scene	Feet : Frames	Panel / Total	Feet : Frames
106	00:01	1 / 1	00:01



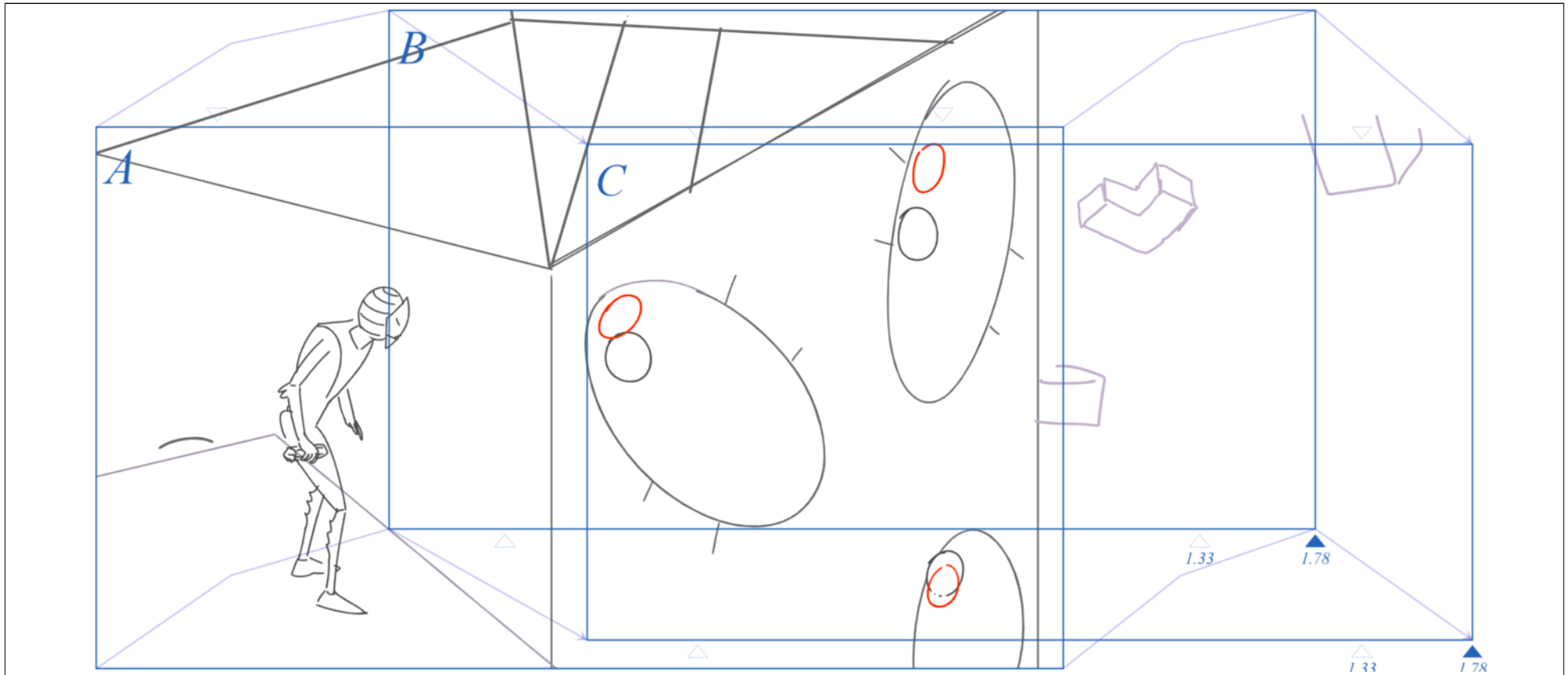
Dialog

S (mumbling):  
This'll take some getting used to... Woops!

Action Notes

H/U SCARAB looking at SIMON

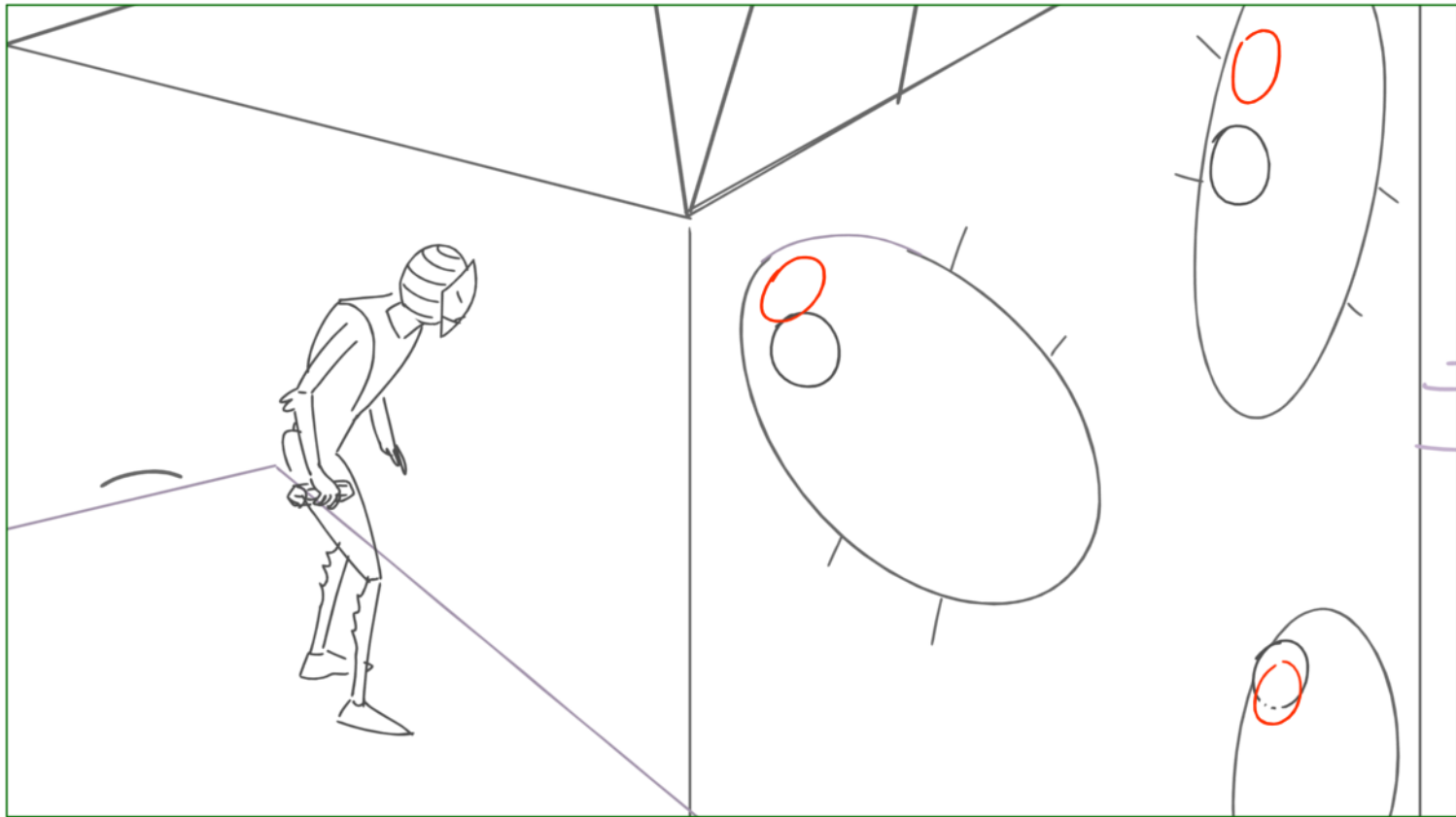
Scene Layout	Feet : Frames
107	00:08



Dialog
--------

Action Notes
H/U SCARAB looking at Simon O/S
H/U GOLB looking at SCARAB

Scene	Feet : Frames	Panel / Total	Feet : Frames
107	00:08	1 / 8	00:01

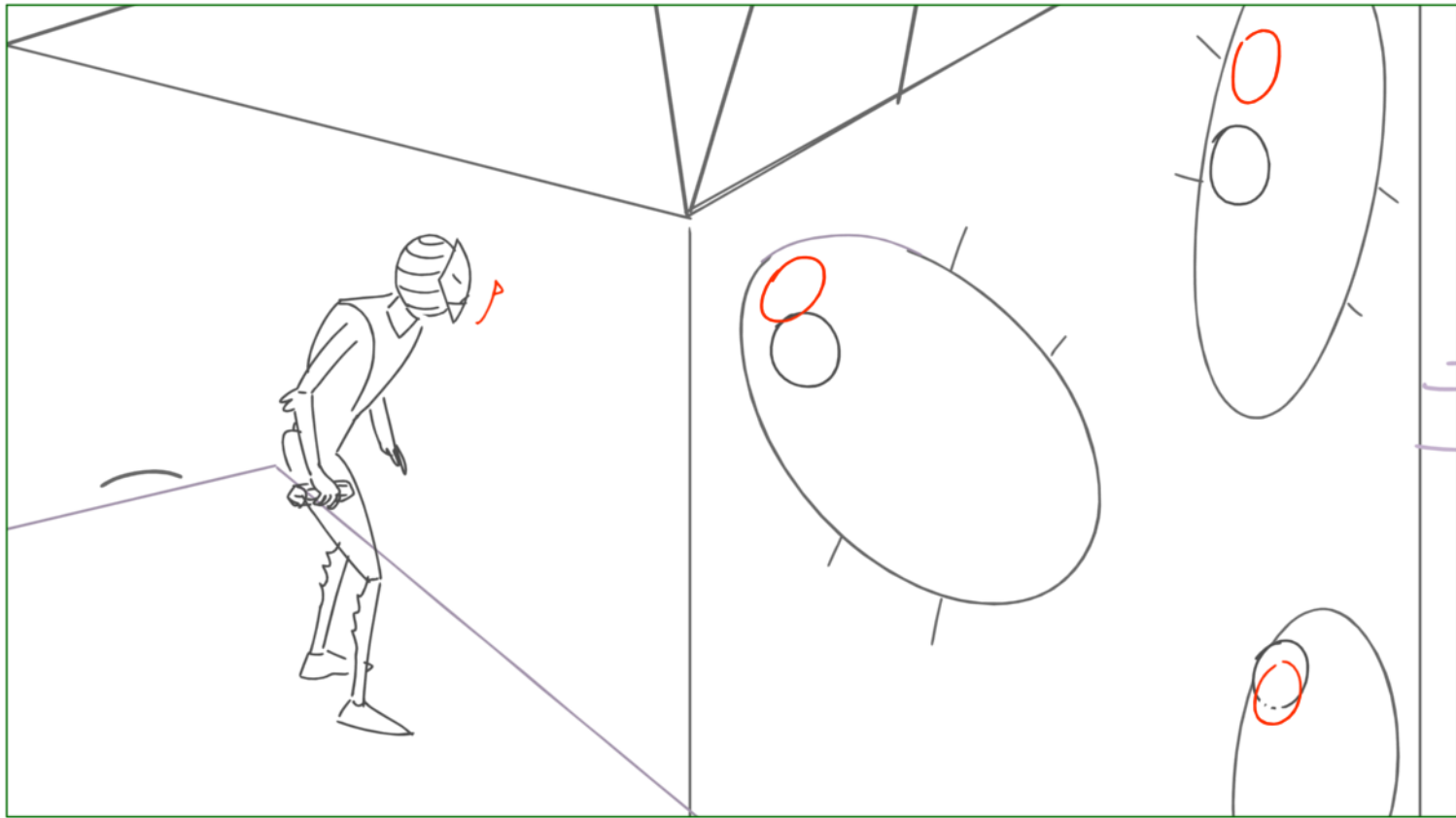


Dialog

Action Notes

H/U SCARAB looking at Simon O/S  
H/U GOLB looking at SCARAB

Scene	Feet : Frames	Panel / Total	Feet : Frames
107	00:08	2 / 8	00:01

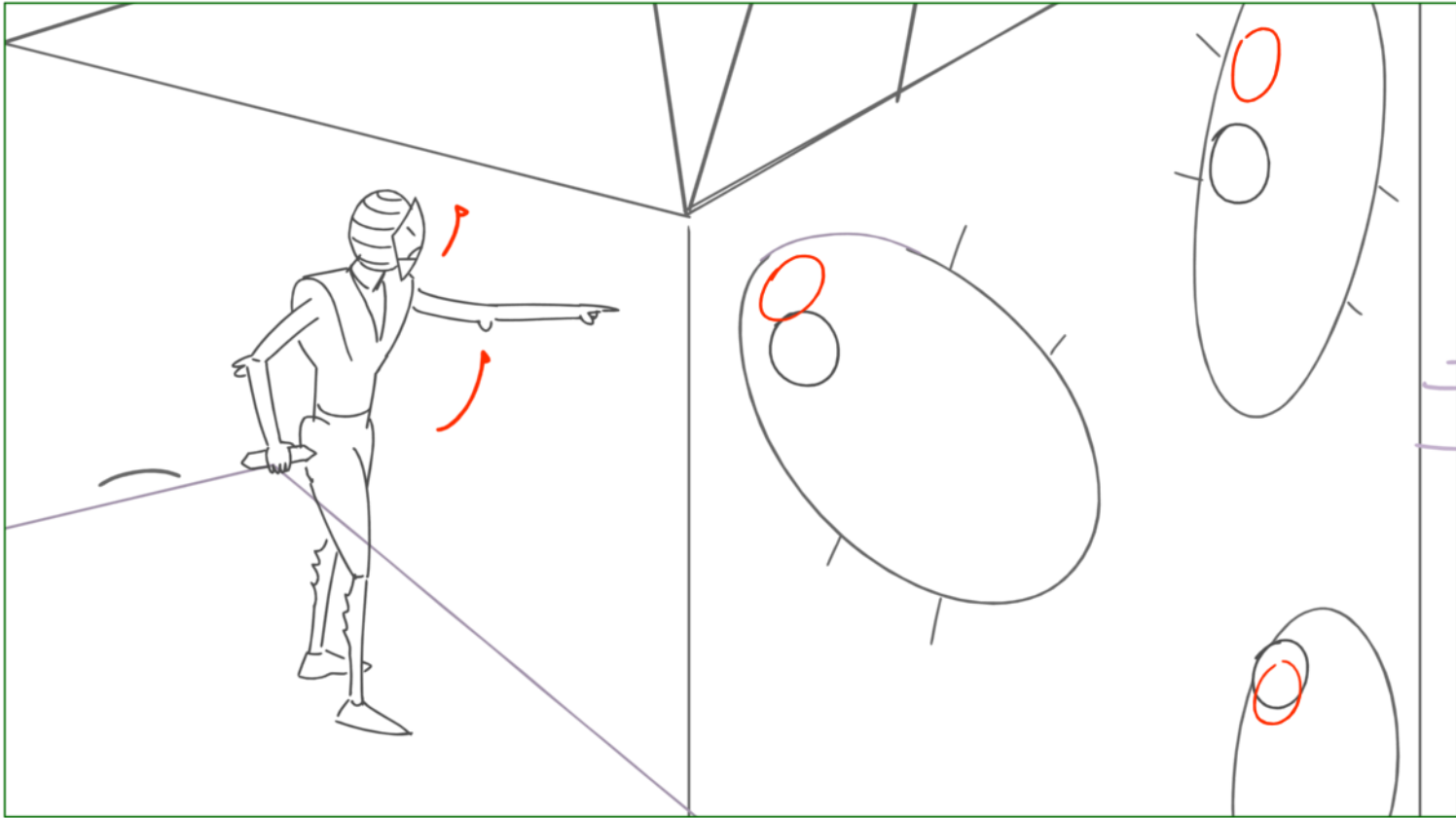


Dialog

Action Notes

SCARAB looks up at GOLB

Scene	Feet : Frames	Panel / Total	Feet : Frames
107	00:08	3 / 8	00:01



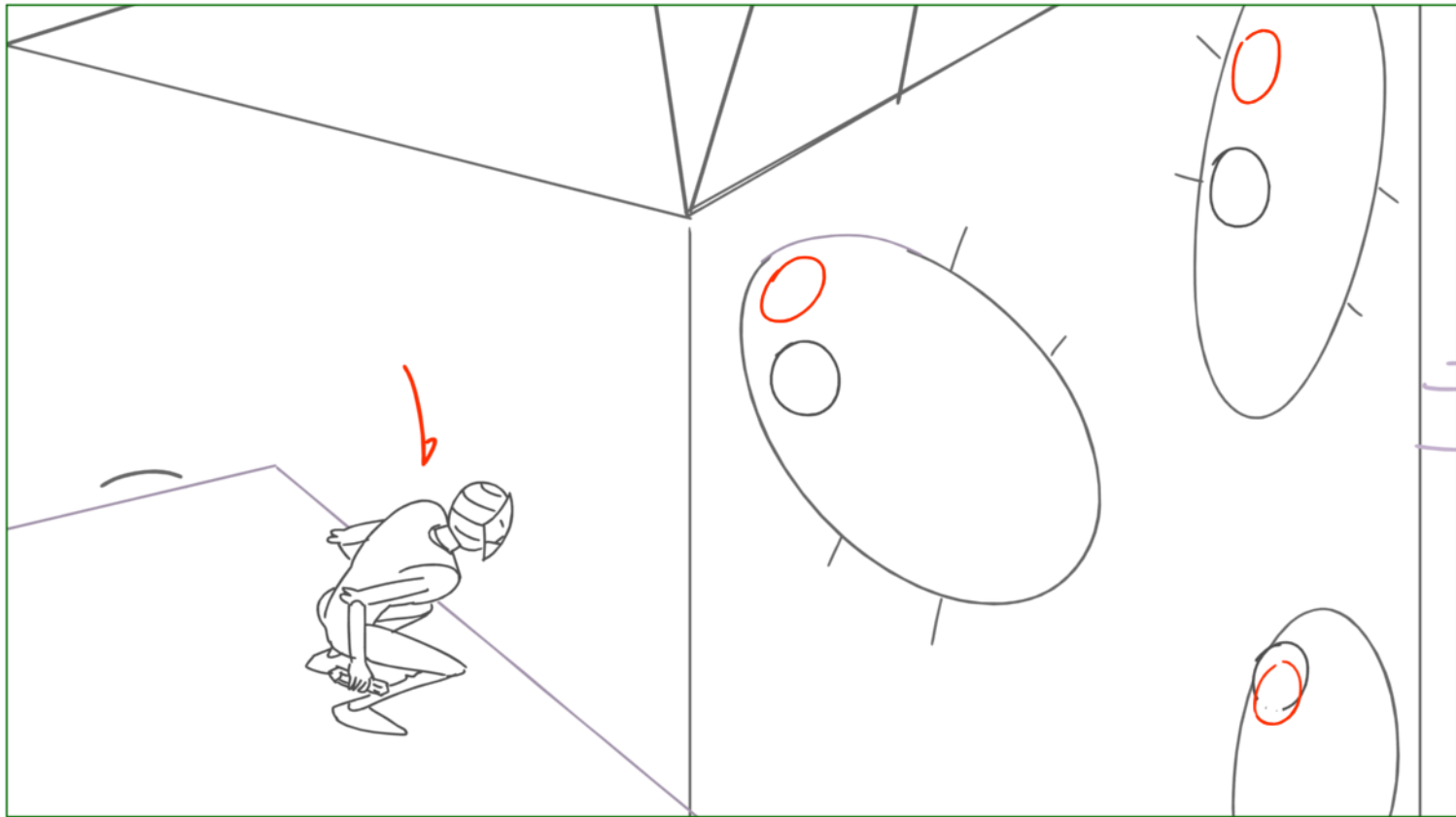
Dialog

**SCARAB:**  
Stay out of this!

Action Notes

SCARAB points at GOLB, warning them

Scene	Feet : Frames	Panel / Total	Feet : Frames
107	00:08	4 / 8	00:01

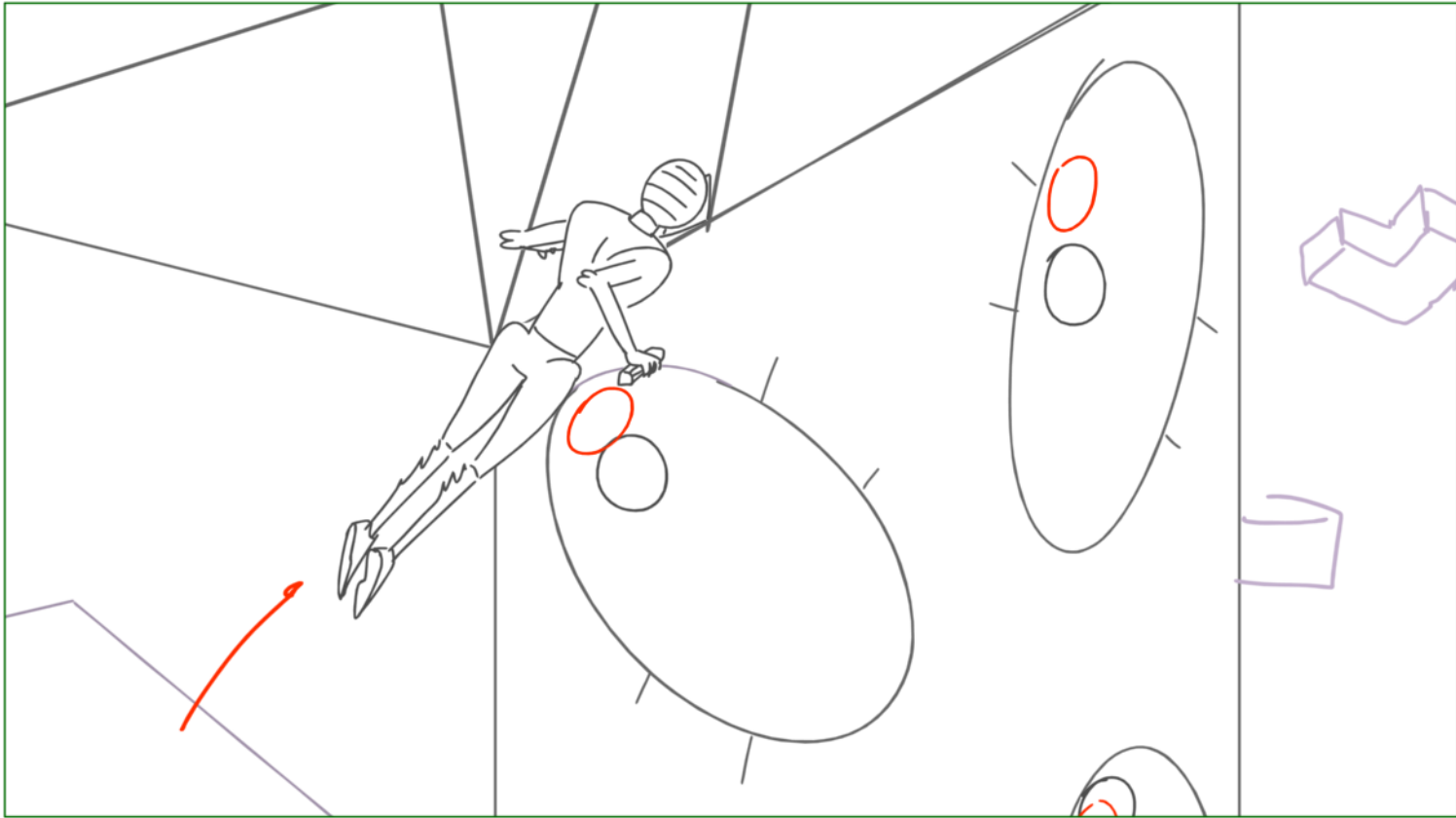


Dialog

Action Notes

SCARAB antics to jump  
CAM ADJ with jump

Scene	Feet : Frames	Panel / Total	Feet : Frames
107	00:08	5 / 8	00:01

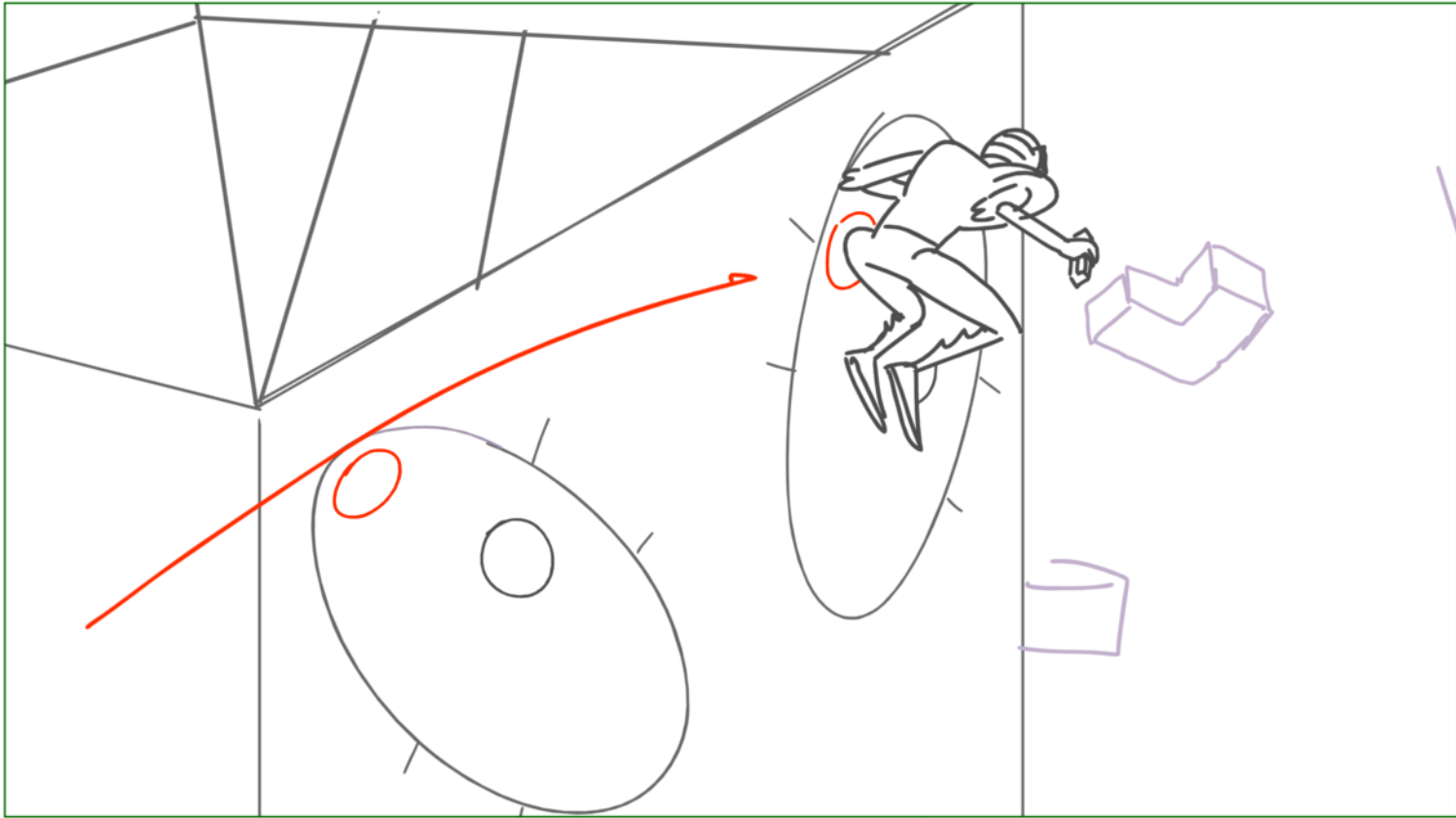


Dialog

Action Notes

He leaps off the block  
 GOLB's eyes follow him through the air

Scene	Feet : Frames	Panel / Total	Feet : Frames
107	00:08	6 / 8	00:01



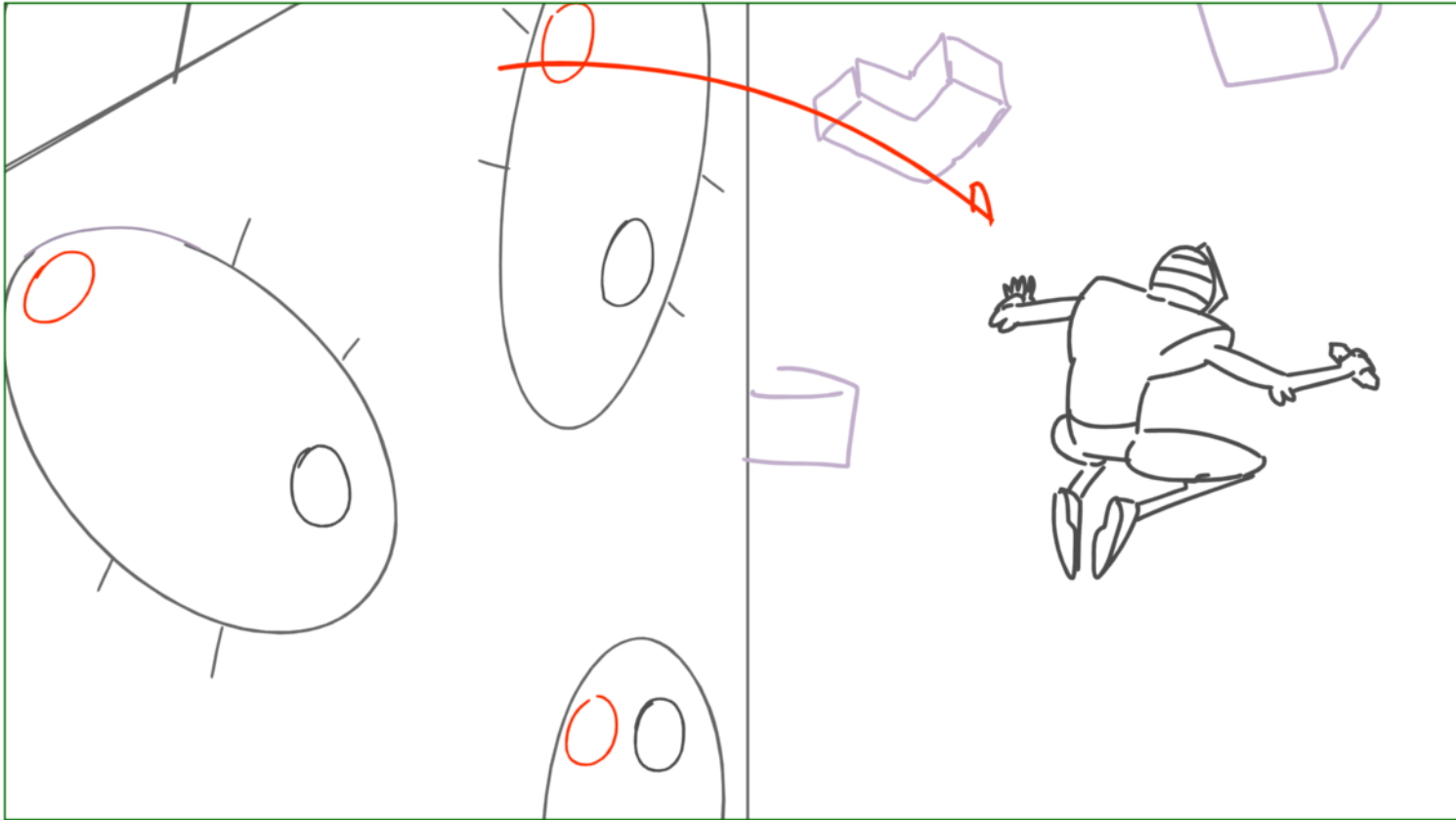
Dialog

Action Notes

cont



Scene	Feet : Frames	Panel / Total	Feet : Frames
107	00:08	7 / 8	00:01

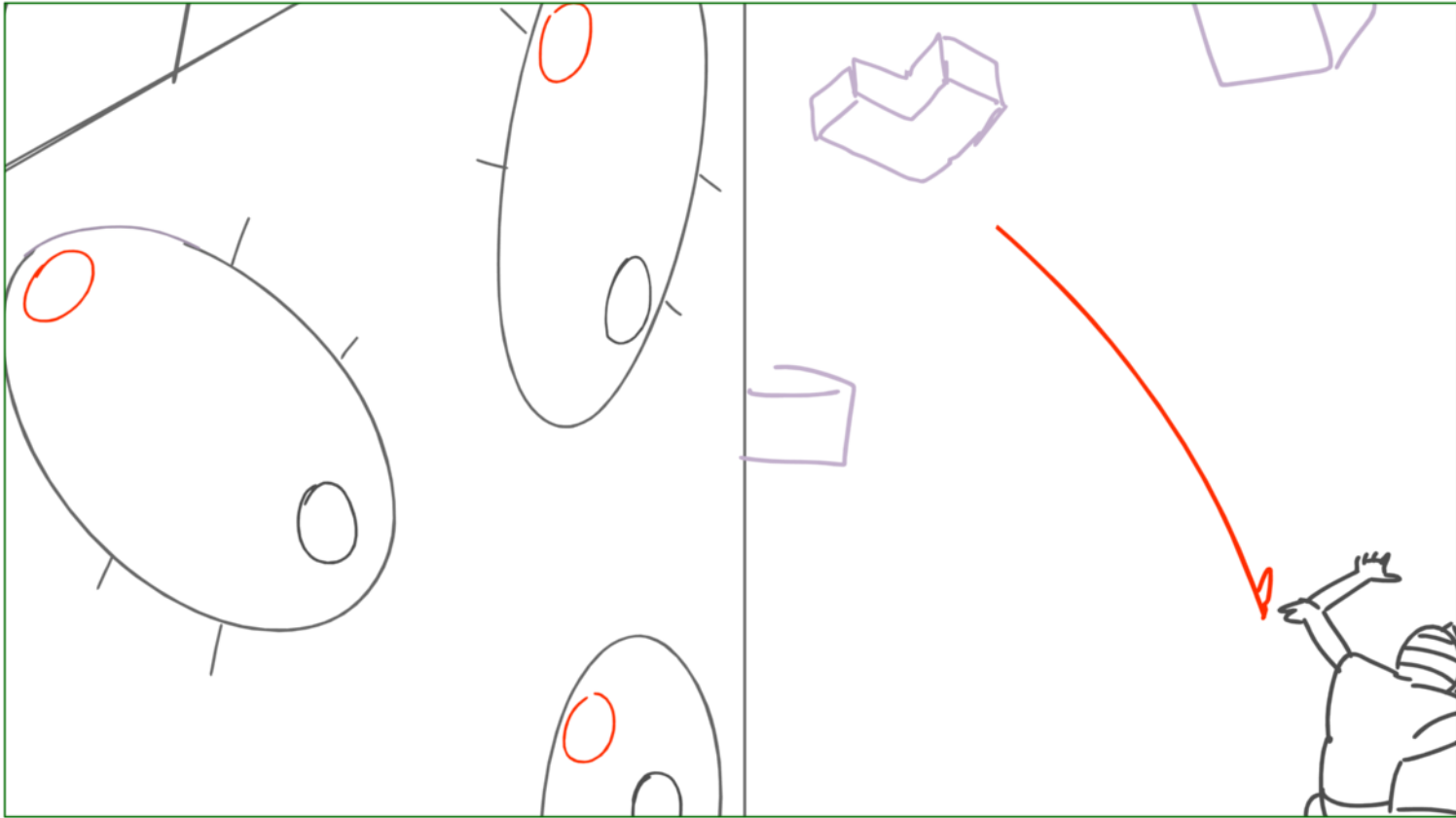


Dialog

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
107	00:08	8 / 8	00:01

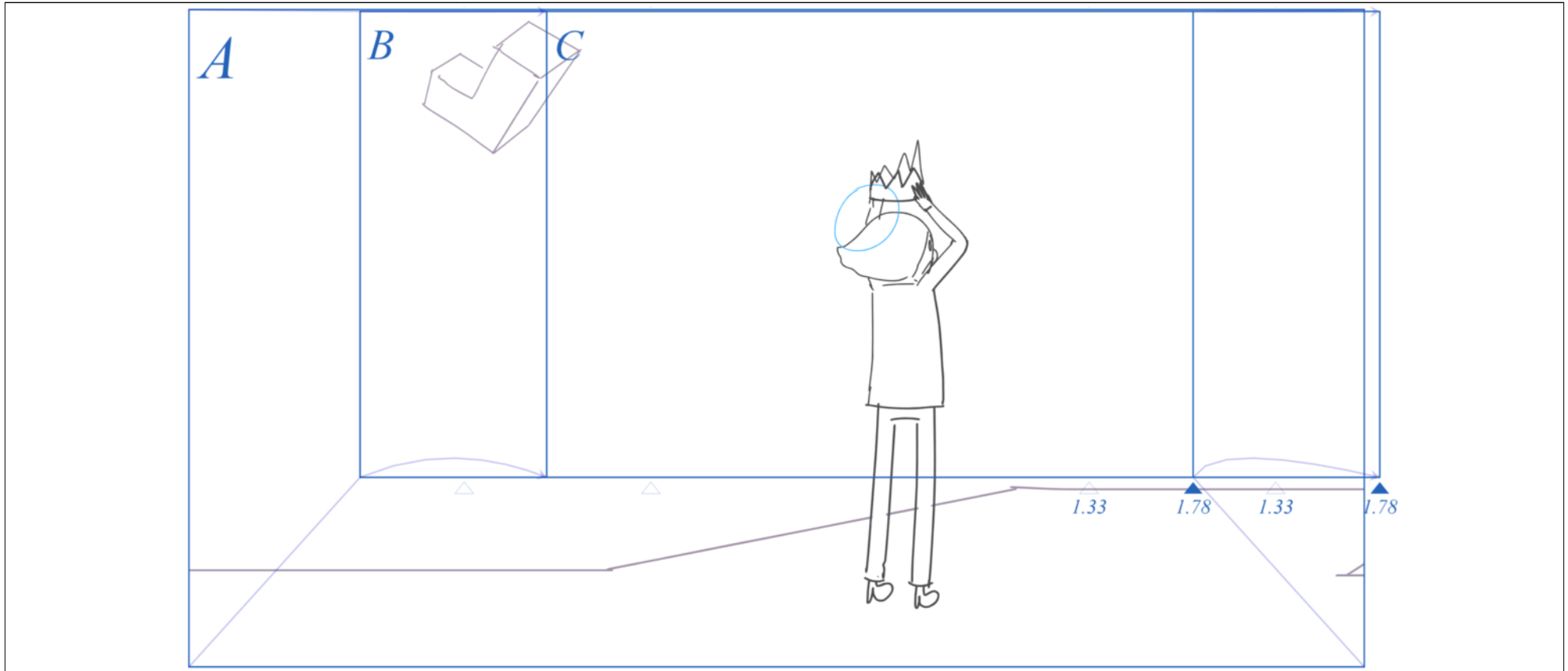


Dialog

Action Notes

CAM STOP  
SCARAB arcs down

Scene Layout	Feet : Frames
108	00:13



Dialog
--------

Action Notes
SIMON holds the CROWN over his head, still unmoving

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	1 / 13	00:01

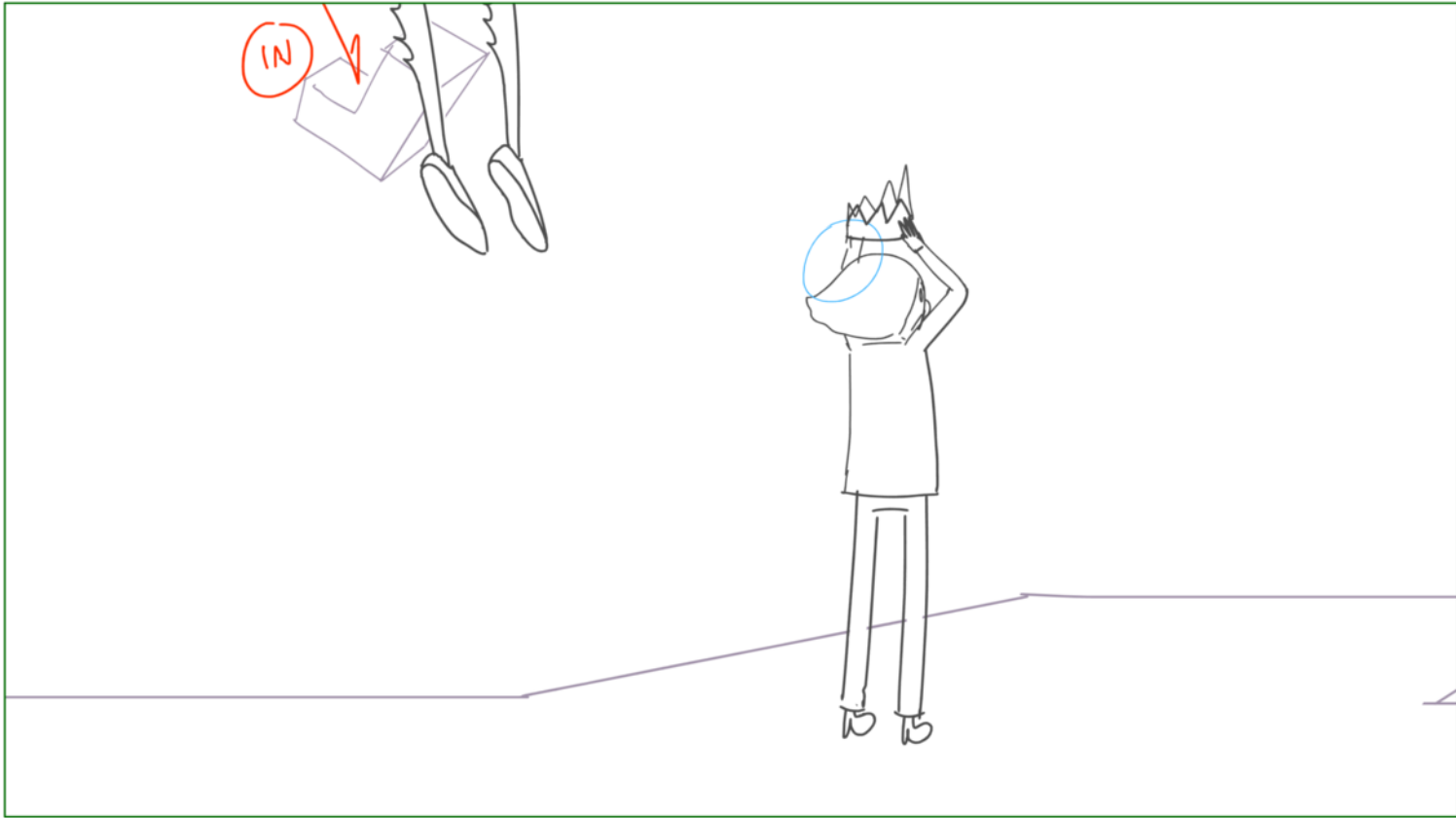


Dialog

Action Notes

SIMON holds the CROWN over his head, still unmoving

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	2 / 13	00:01

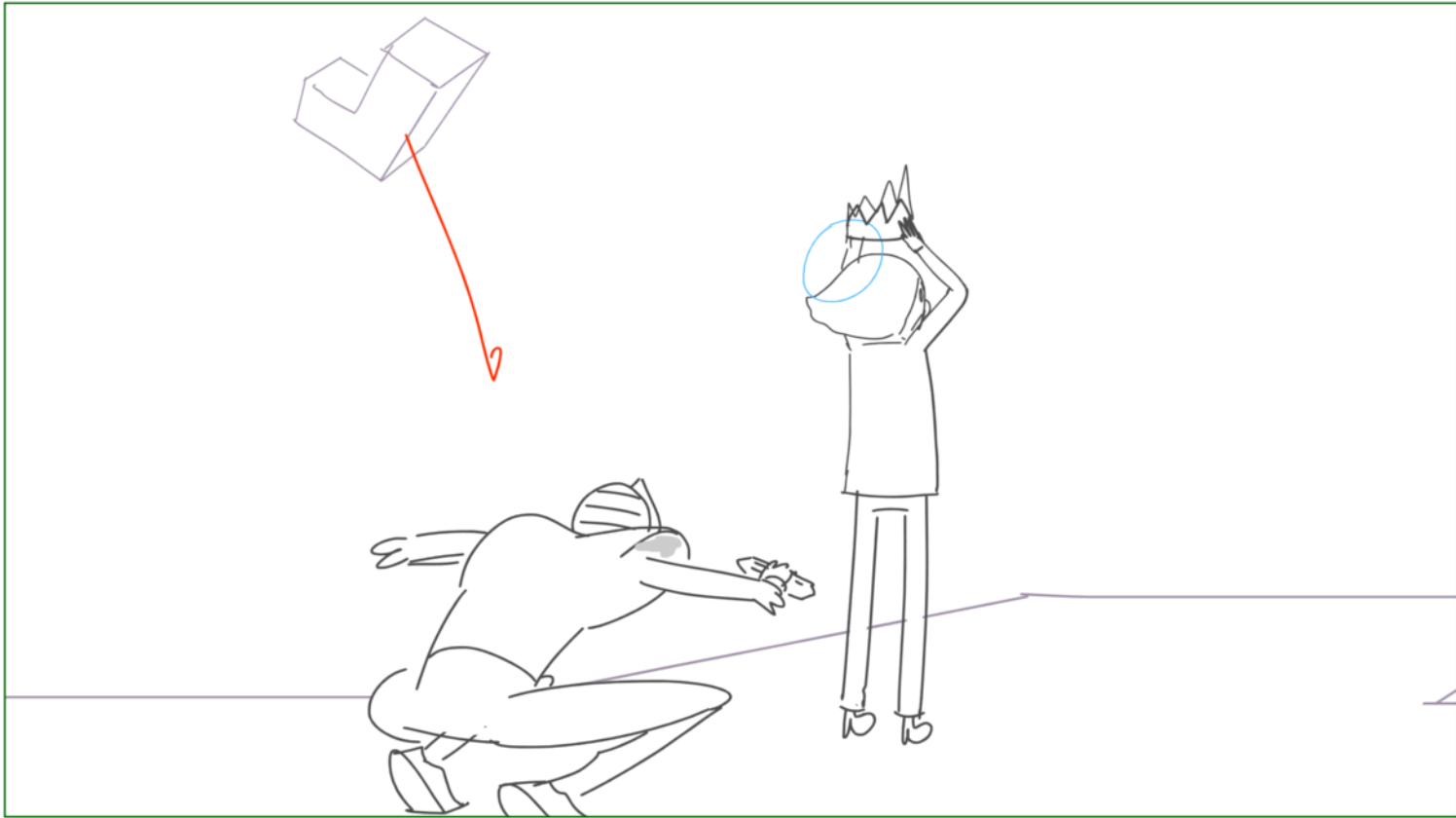


Dialog

Action Notes

SCARAB jumps IN

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	3 / 13	00:01

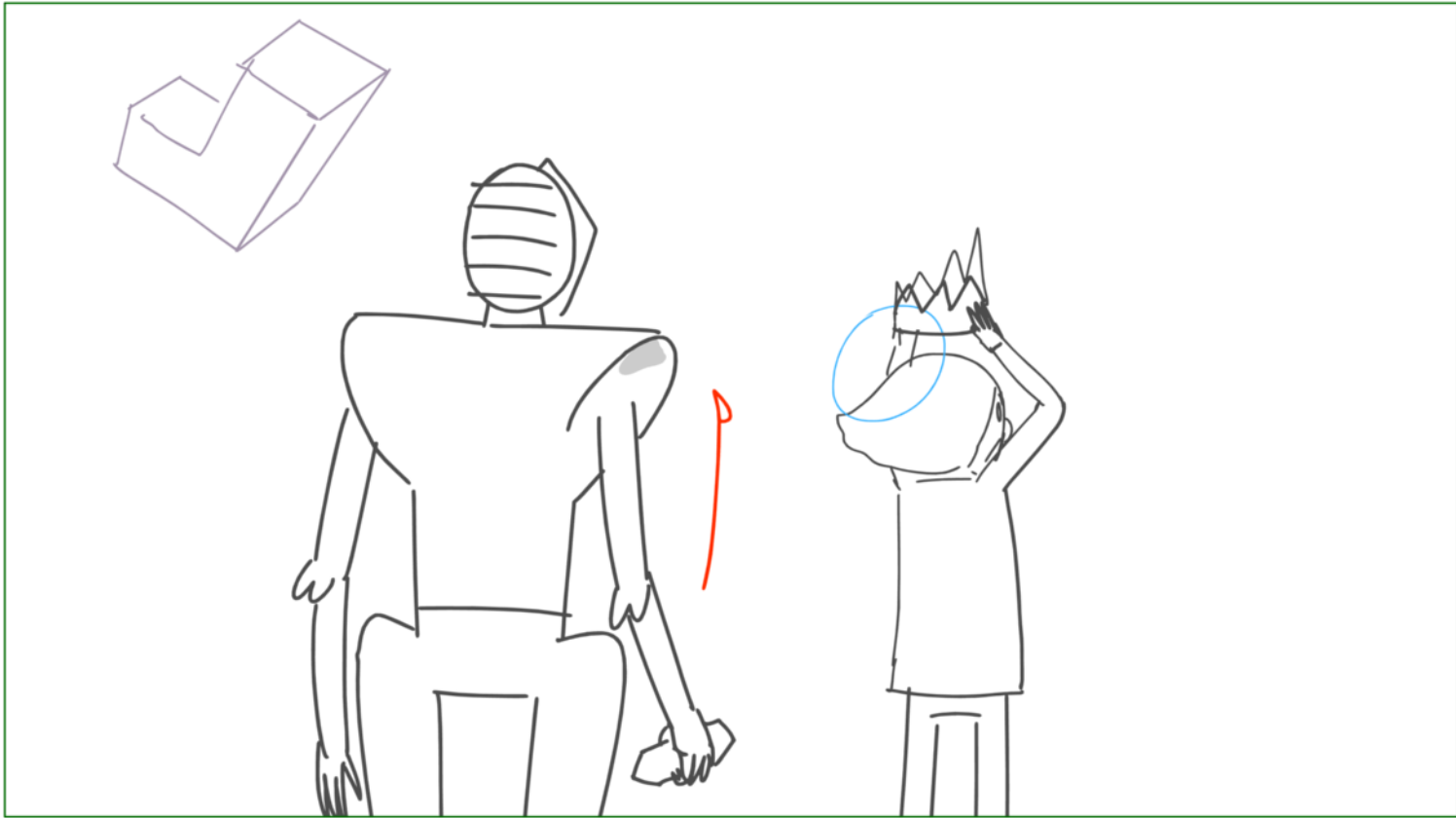


Dialog

Action Notes

He lands behind SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	4 / 13	00:01

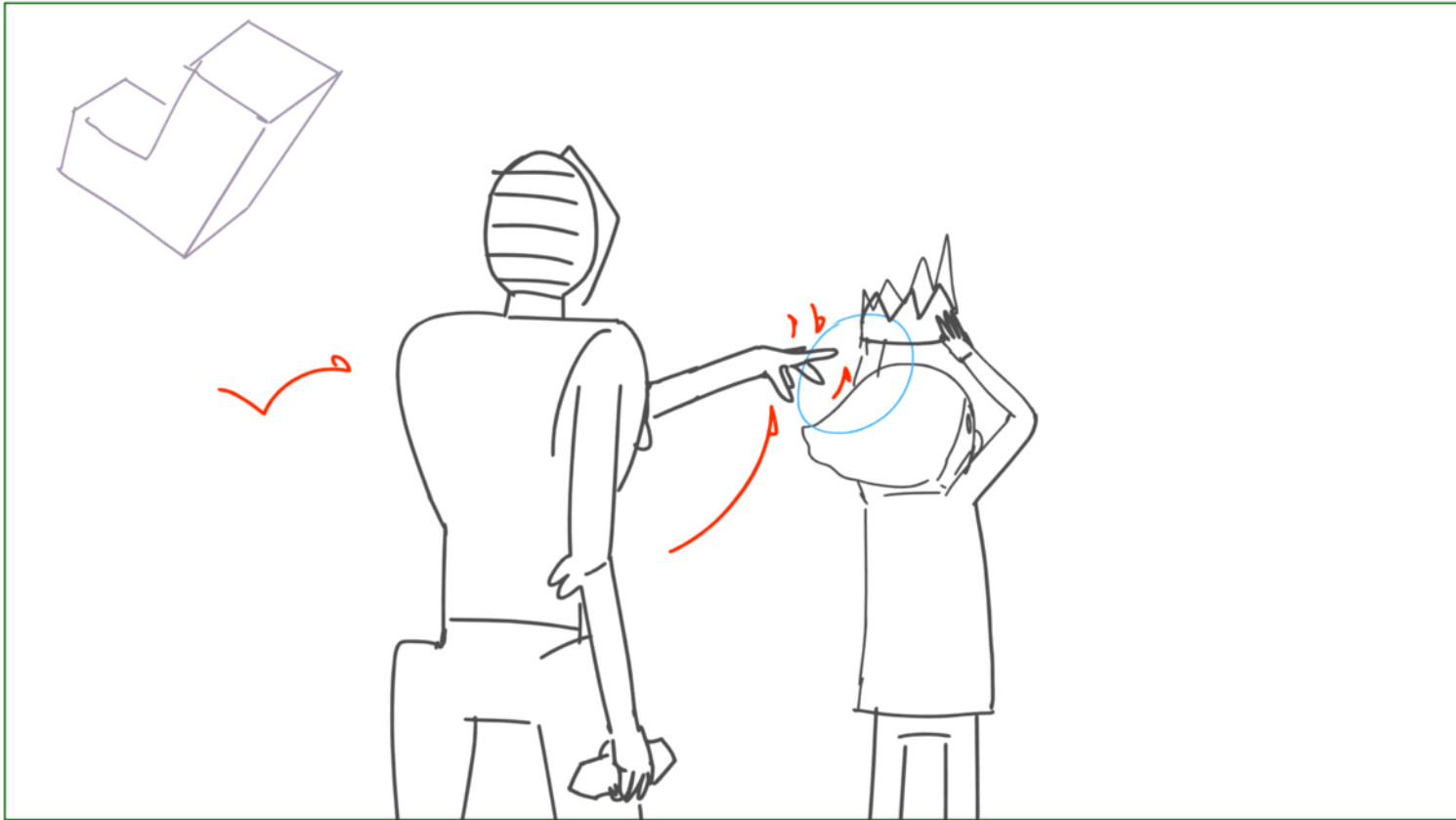


Dialog

Action Notes

CAM ADJ as SCARAB stands

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	5 / 13	00:01



Dialog

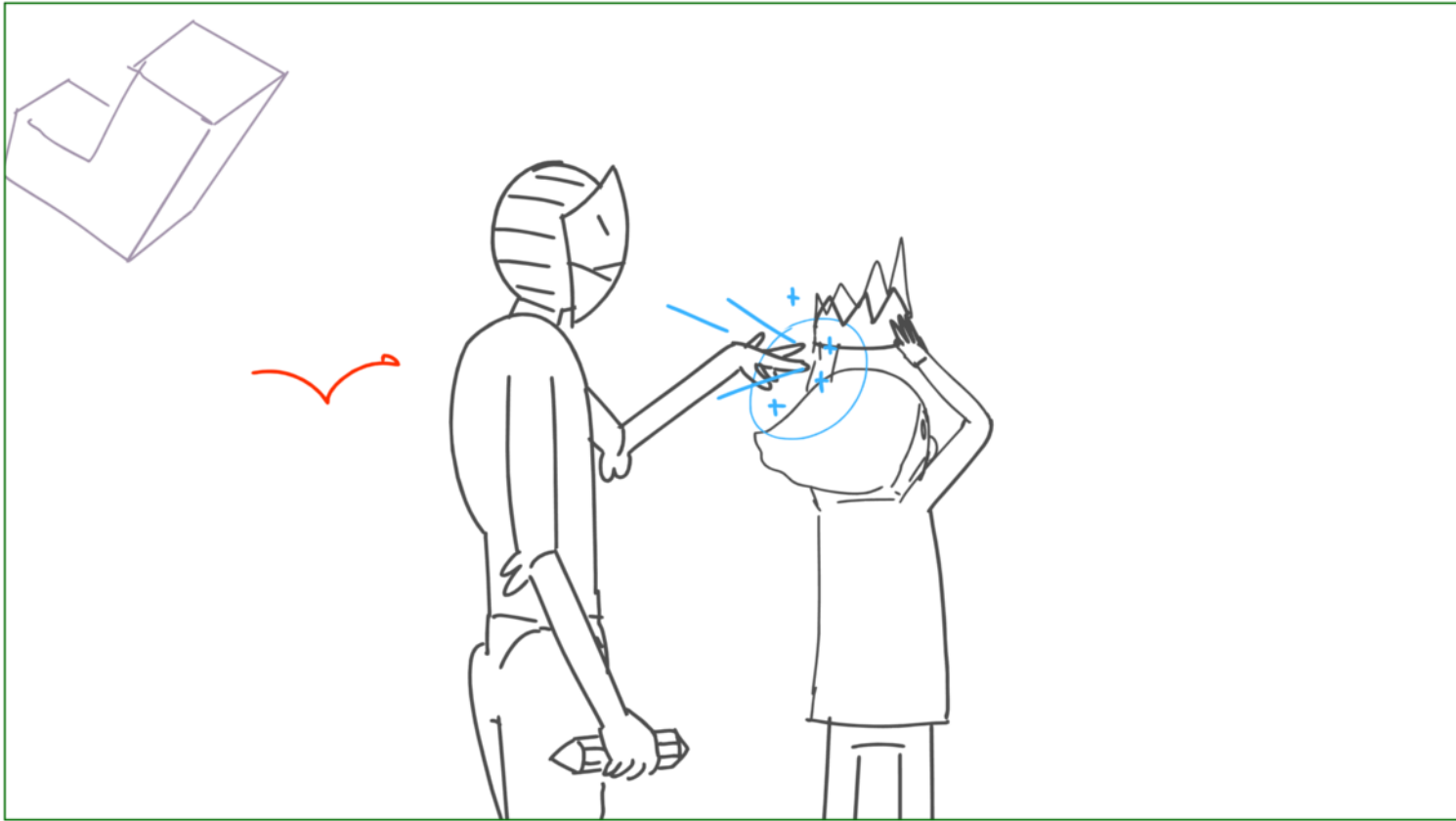
S:  
Ooo...

Action Notes

CAM PAN with SCARAB walking around to the front of SIMON.  
He waggles his fingers at SIMON's portal aureole



Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	6 / 13	00:01



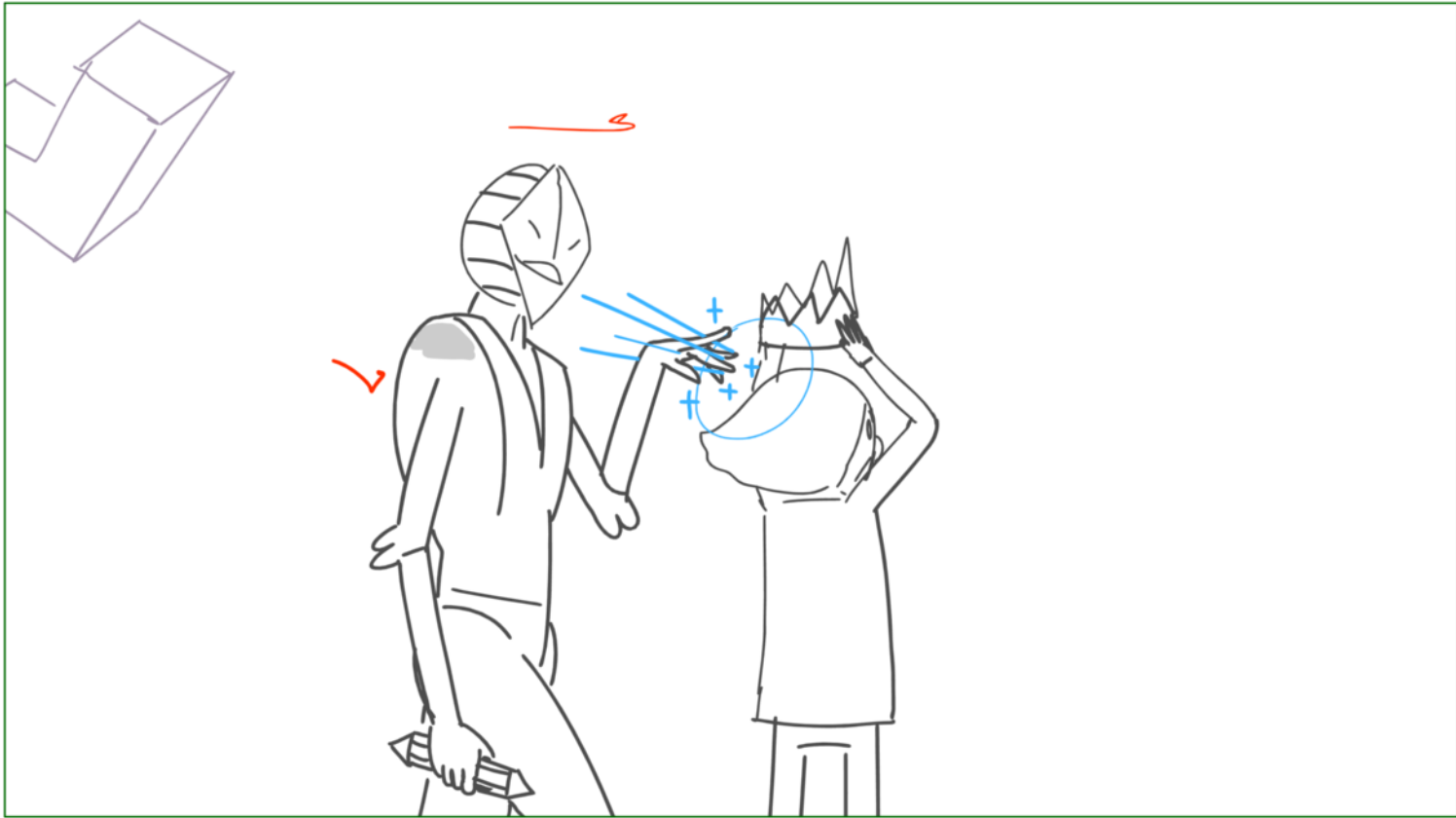
Dialog

S:  
Ooo...

Action Notes

as SCARAB's fingers contact the aureole sparkle sand light beams appear

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	7 / 13	00:01



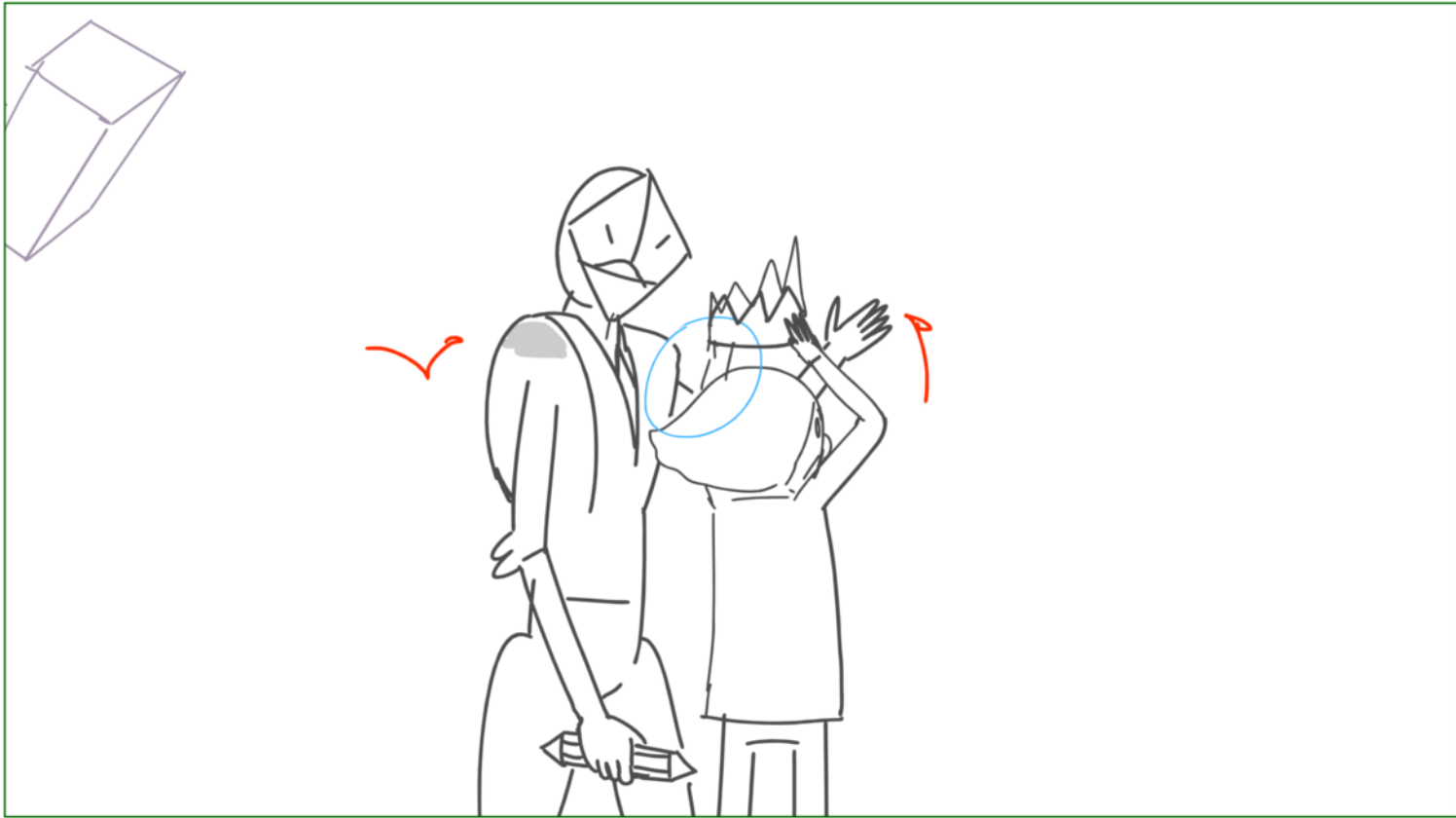
Dialog

S:  
Ooo...

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	8 / 13	00:01

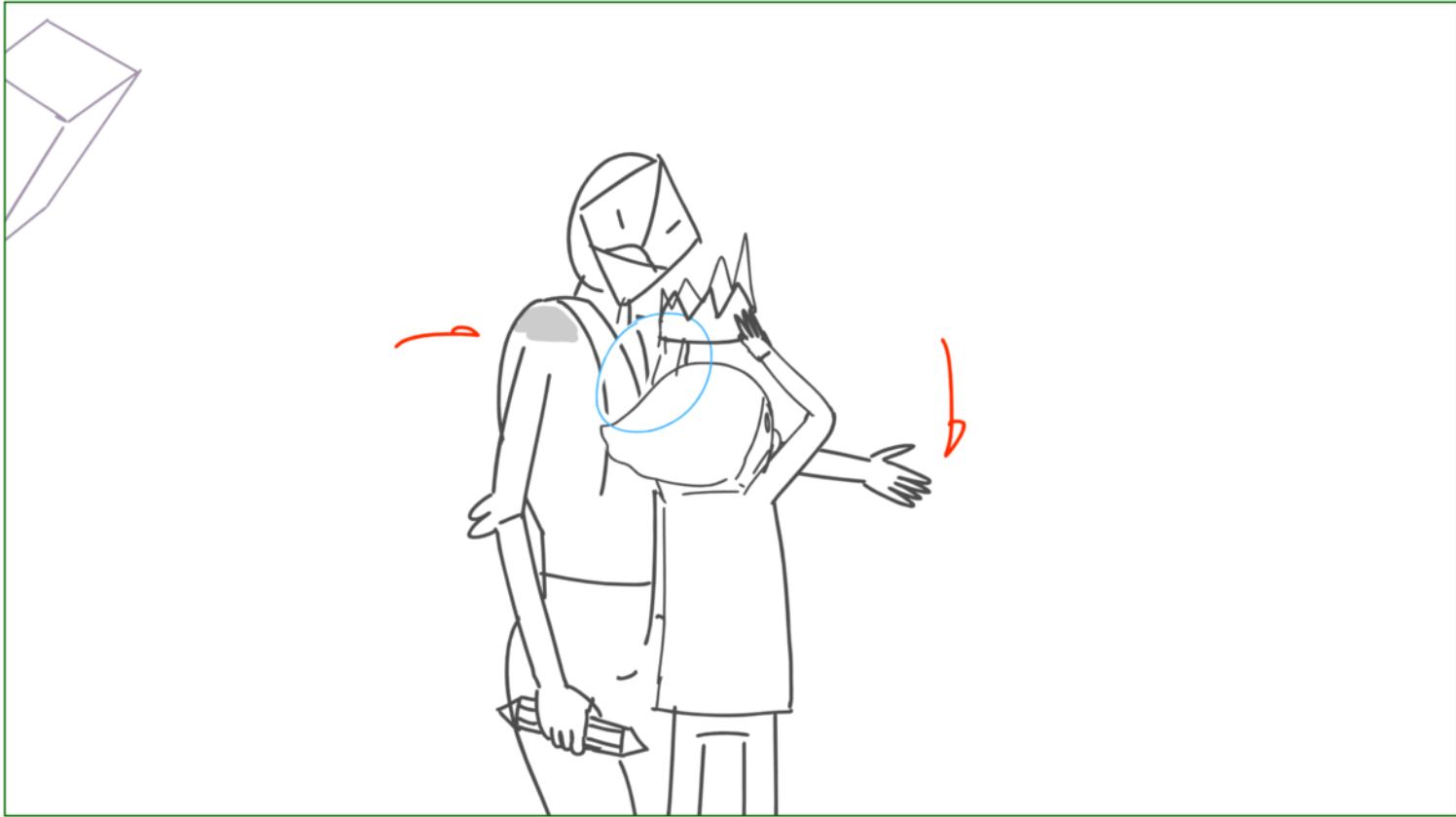


Dialog

Action Notes

CAM ADJ with SCARAB  
as SCARAB walks forward, circling around SIMON he waves his hand in front of his face

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	9 / 13	00:01



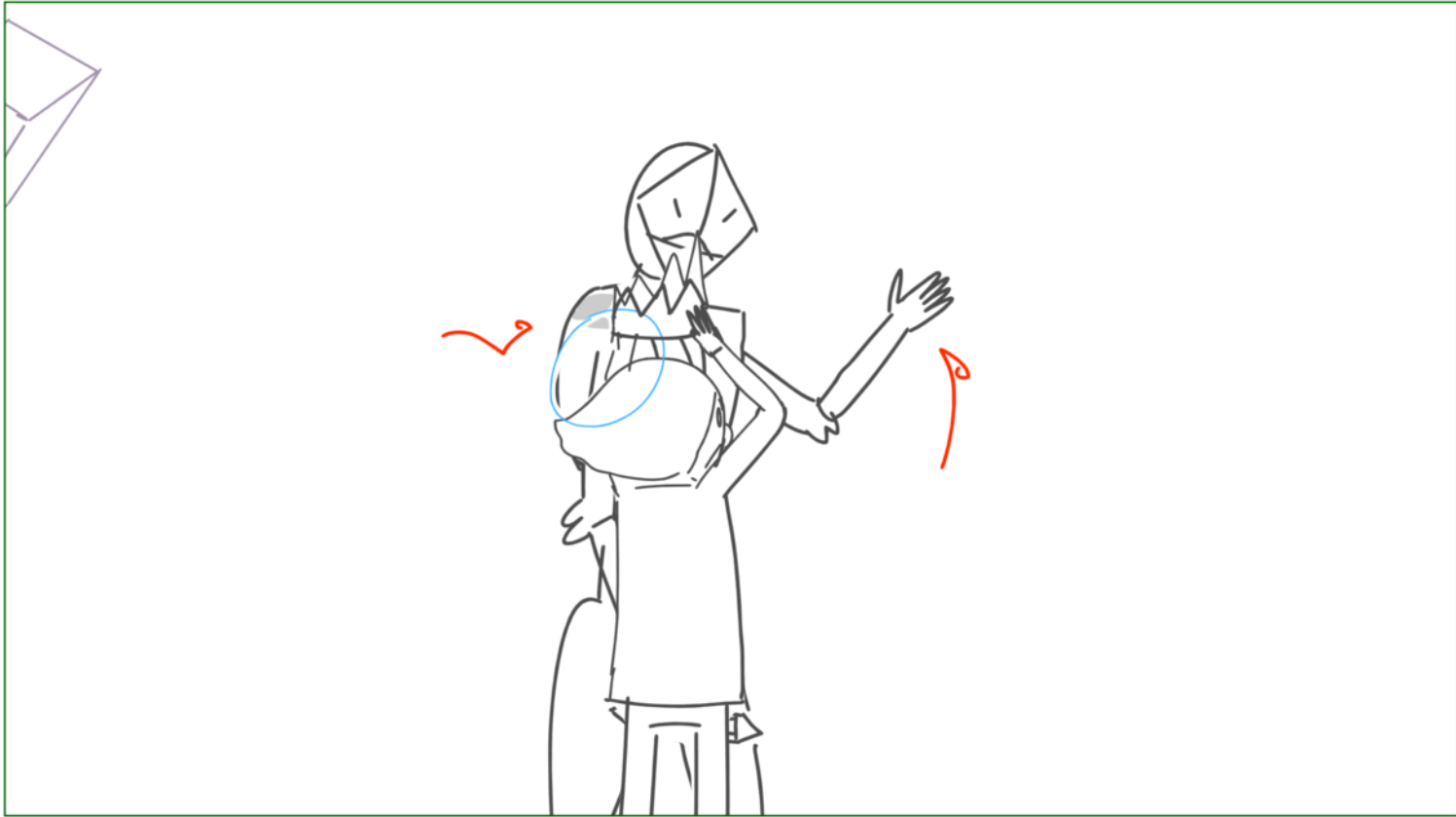
Dialog

S:  
What's the matter, Simon?

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	10 / 13	00:01



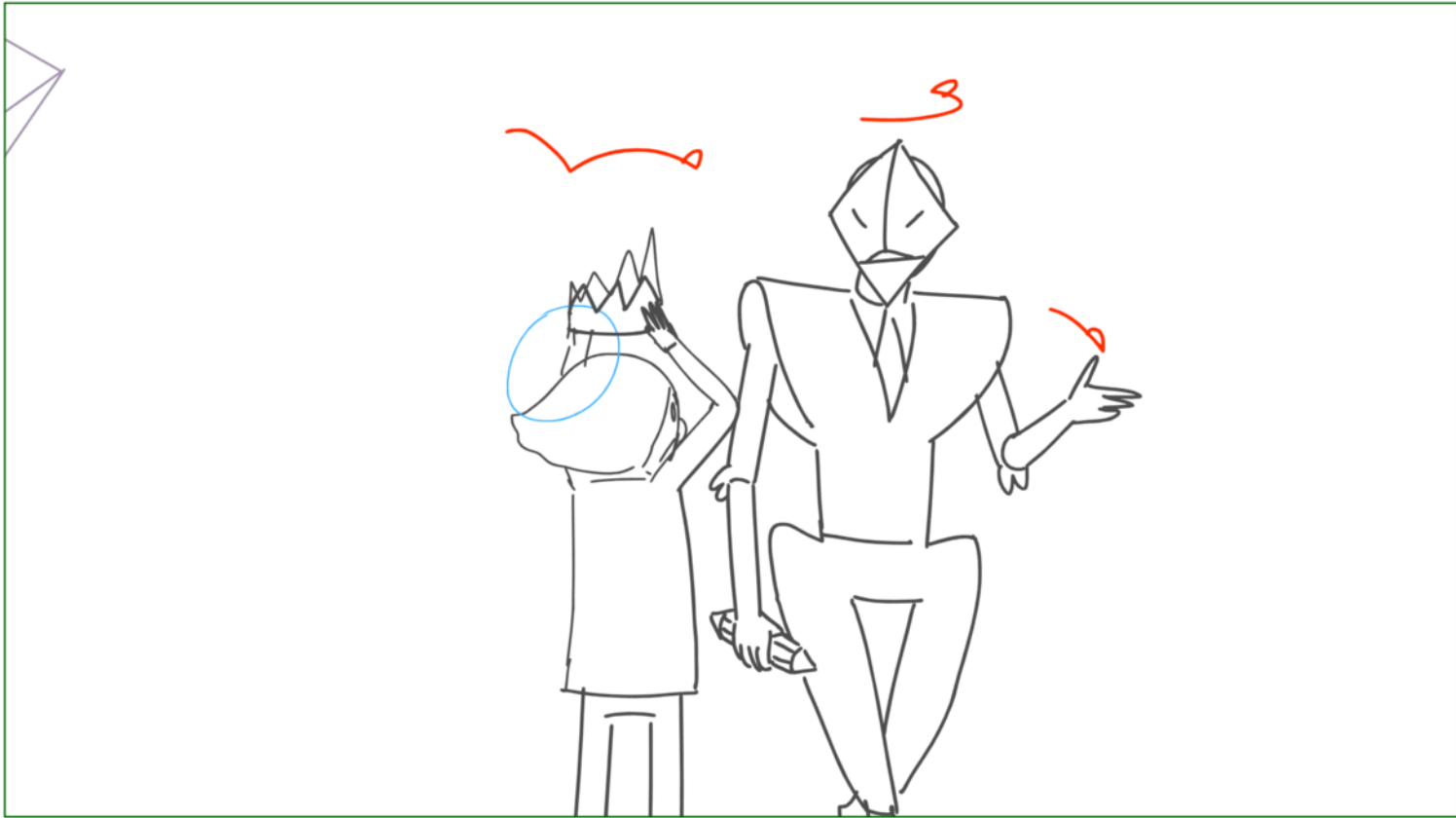
Dialog

S:  
What's the matter, Simon?

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	11 / 13	00:01



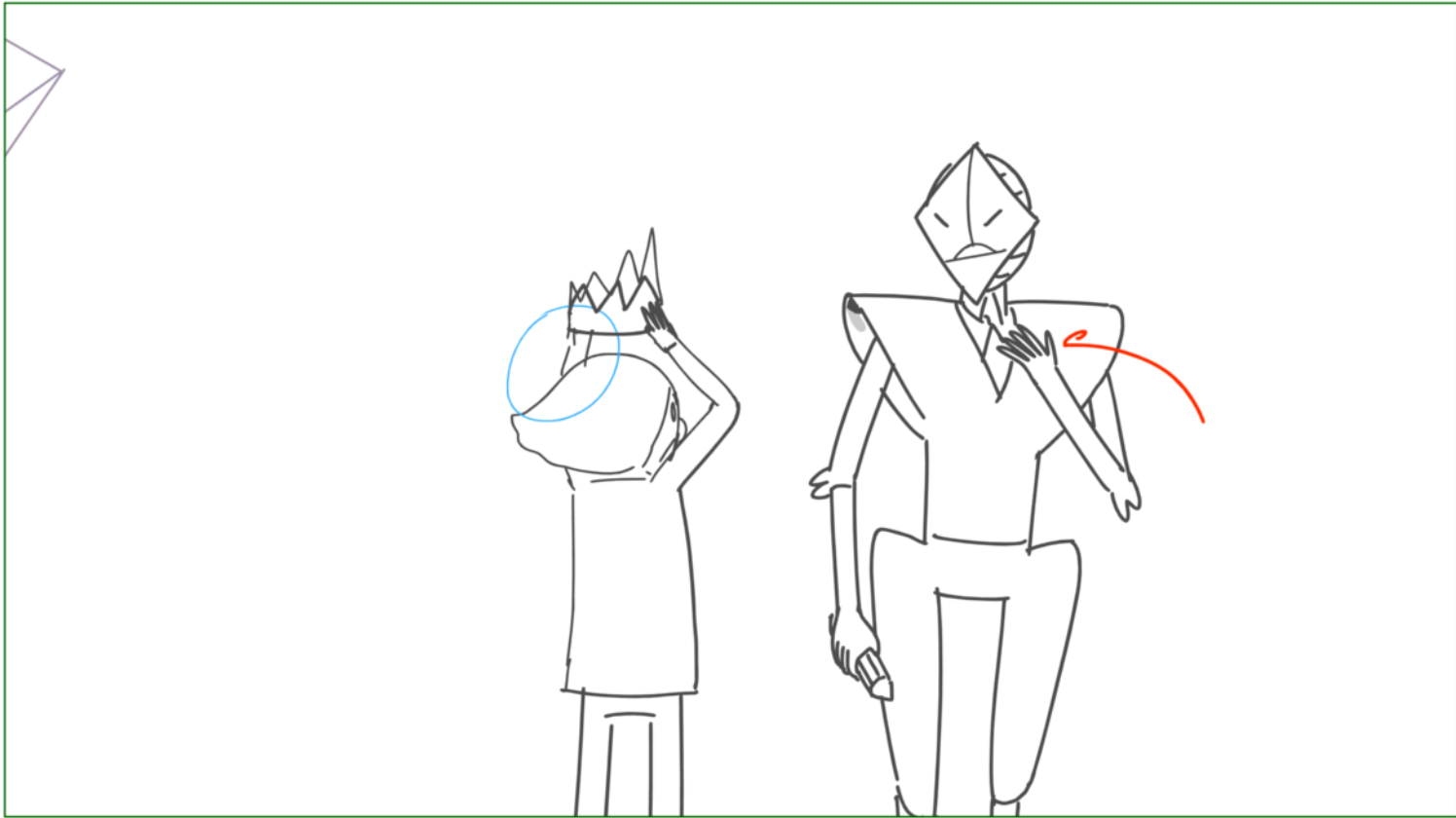
Dialog

S:  
Now..

Action Notes

CAM STOP

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	12 / 13	00:01



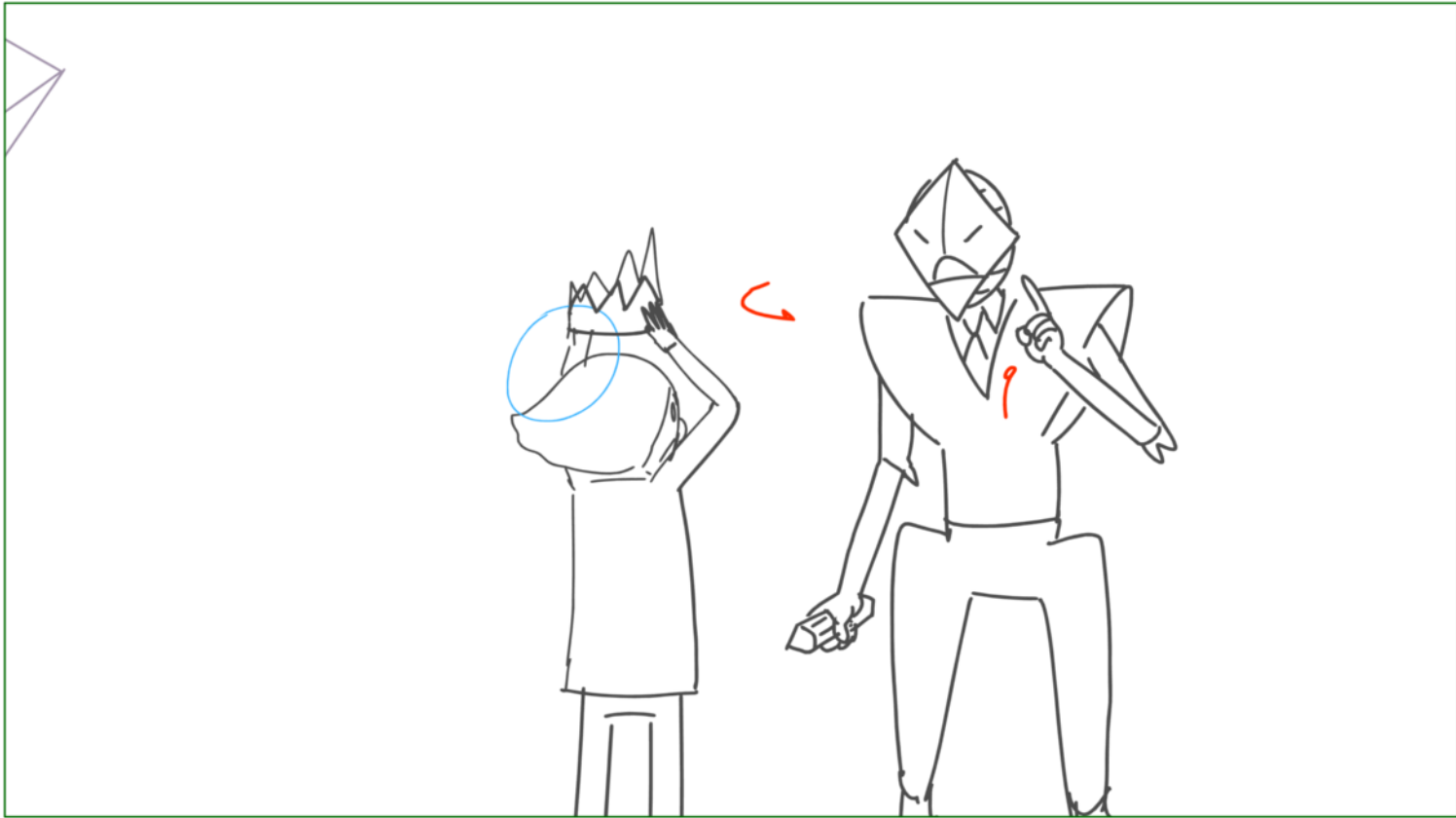
Dialog

**SCARAB:**  
... I'm a professional...

Action Notes

He stops and gestures to himself

Scene	Feet : Frames	Panel / Total	Feet : Frames
108	00:13	13 / 13	00:01



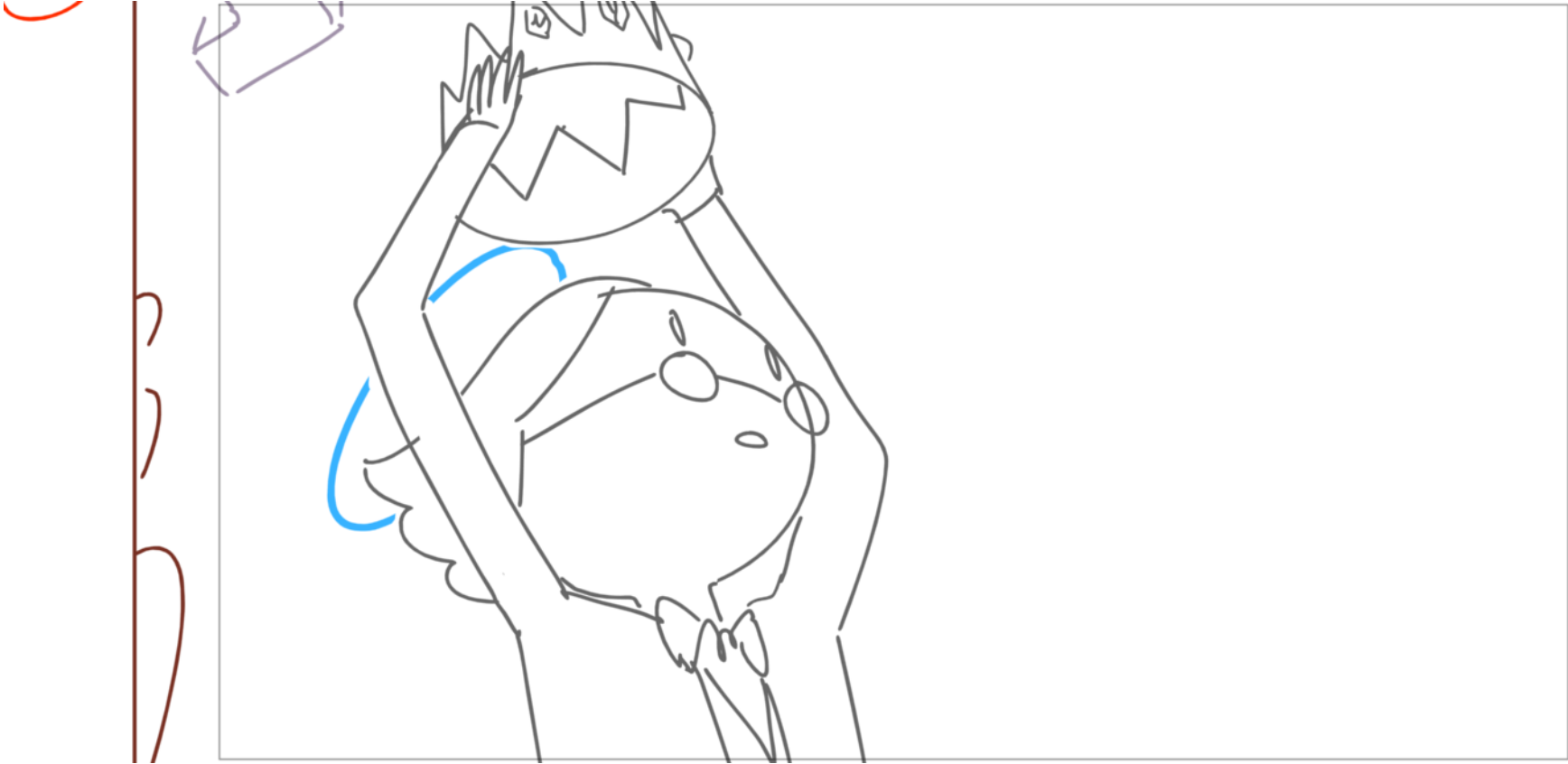
Dialog

**SCARAB:**  
... and professionals don't hold grudges.

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
109	00:05	1 / 5	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
109	00:05	2 / 5	00:01



Dialog

Action Notes  
 SCARAB leans IN toward SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
109	00:05	3 / 5	00:01



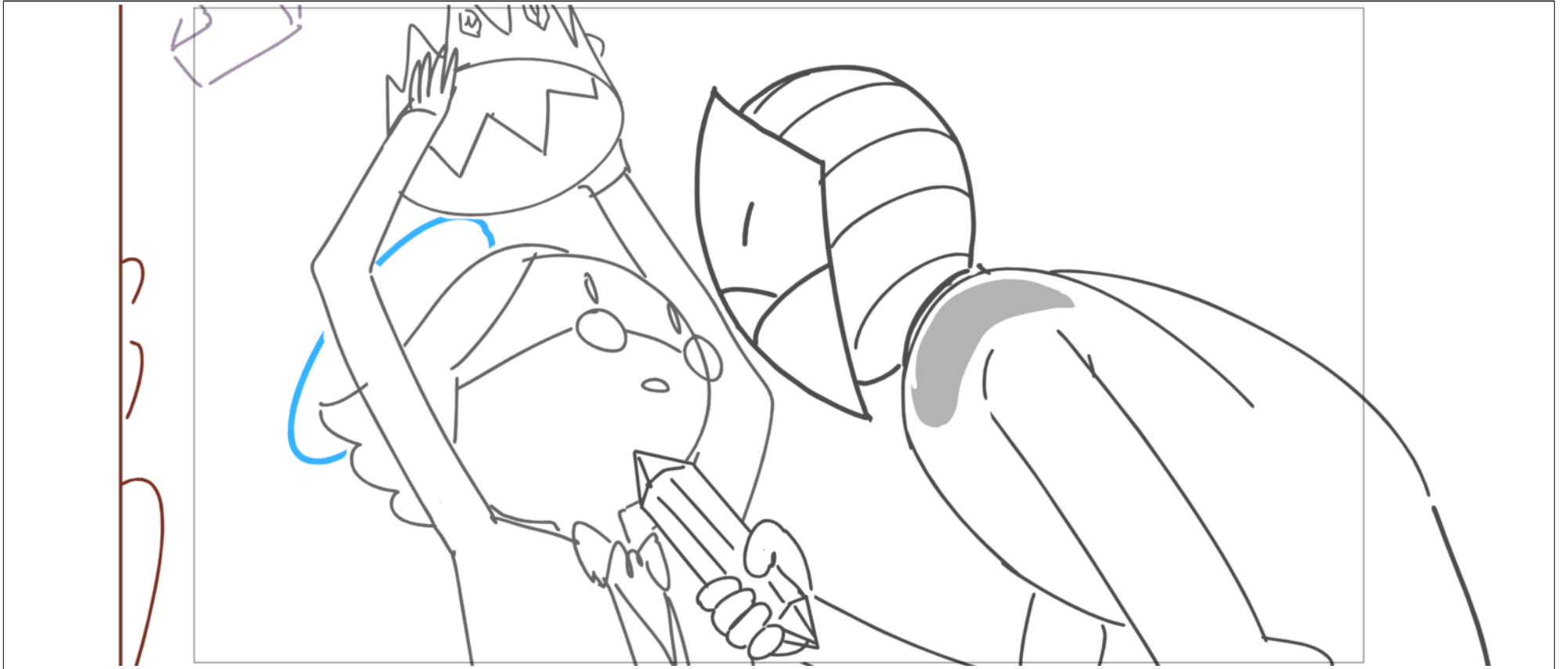
Dialog

SCARAB:  
BUT...

Action Notes

SCARAB leans in to SIMON's face

Scene	Feet : Frames	Panel / Total	Feet : Frames
109	00:05	4 / 5	00:01



Dialog

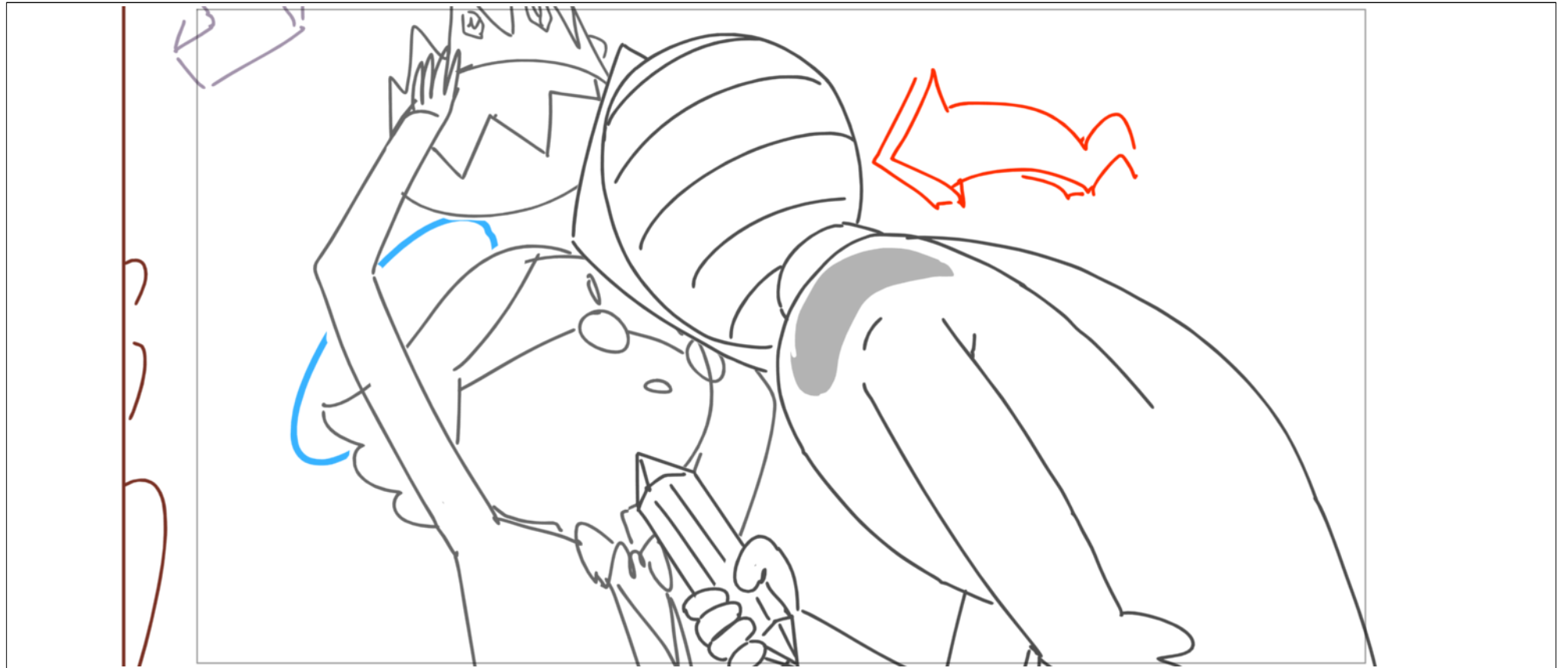
**SCARAB:**

... after all you three ants have put me through...

Action Notes

he leans in closer, threatening, pointing the crystal tool at SIMON's chin

Scene	Feet : Frames	Panel / Total	Feet : Frames
109	00:05	5 / 5	00:01

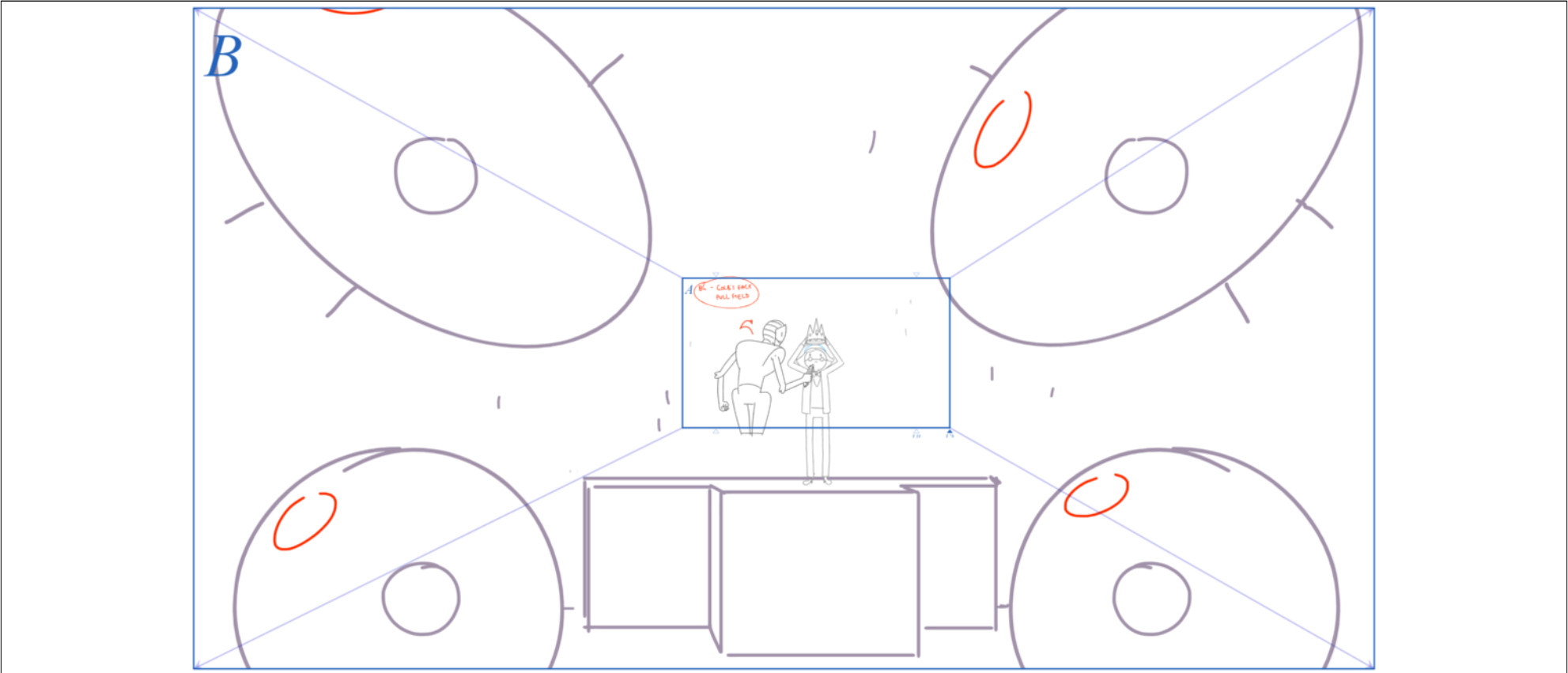


Dialog

Action Notes

SCARAB takes a step, circling SIMON, keeping the point of the CRYSTAL TOOL at SIMON's neck

Scene Layout	Feet : Frames
110	00:15



Dialog
--------

Action Notes
H/U SCARAB circling SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	1 / 15	00:01



Dialog

Action Notes

H/U SCARAB circling SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	2 / 15	00:01



Dialog

**SCARAB:**  
I hope this hurts.

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	3 / 15	00:01



Dialog

Action Notes

SCARAB stops  
he lifts his thumb on the CRYSTAL TOOL

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	4 / 15	00:01



Dialog

Action Notes

He presses his thumb  
SFX: Shoom

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	5 / 15	00:01



Dialog

Action Notes

SFX: Shoom

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	6 / 15	00:01



Dialog

Action Notes

SFX: Shoom

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	7 / 15	00:01

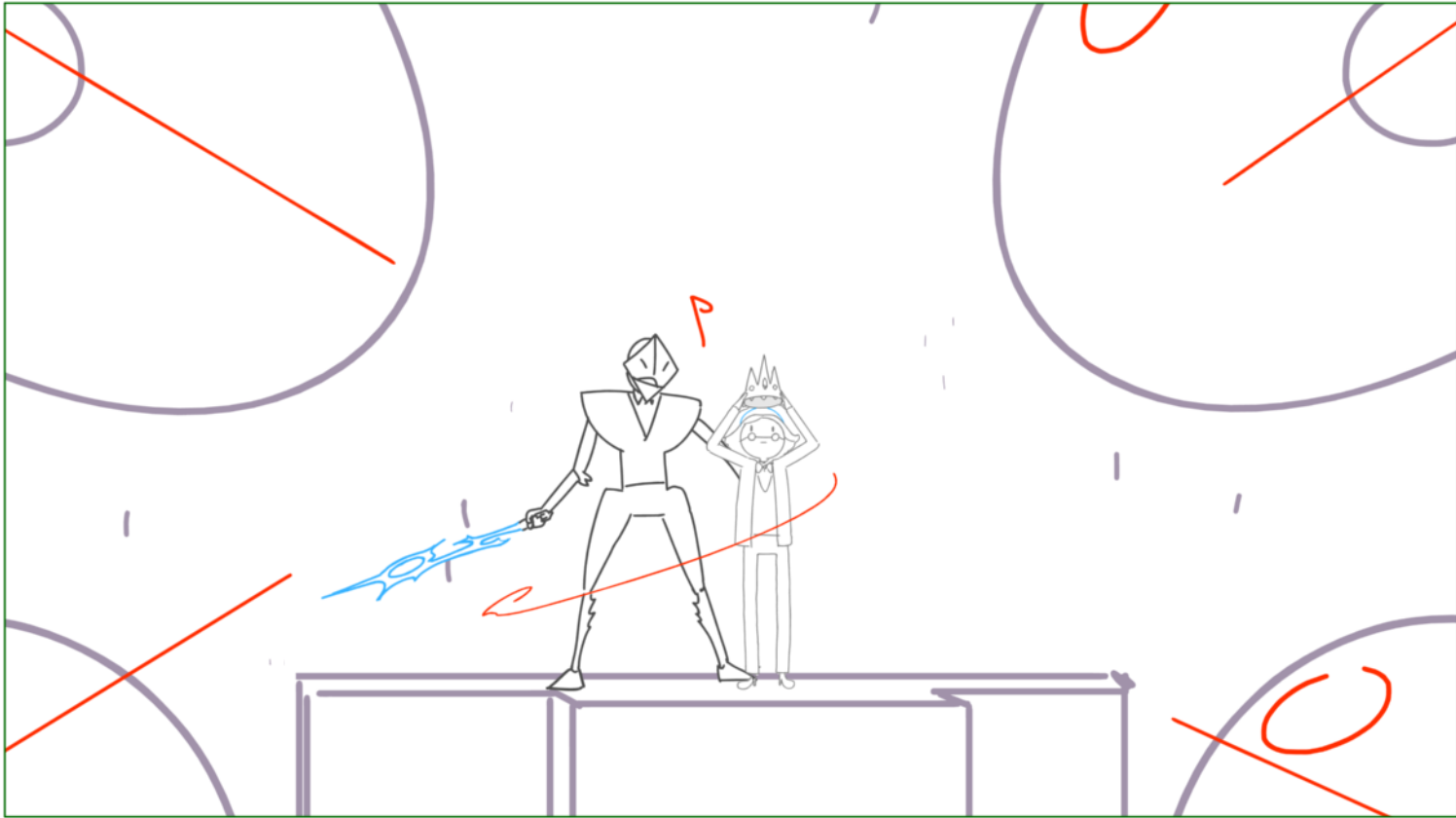


Dialog

Action Notes

Sword completes its form

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	8 / 15	00:01

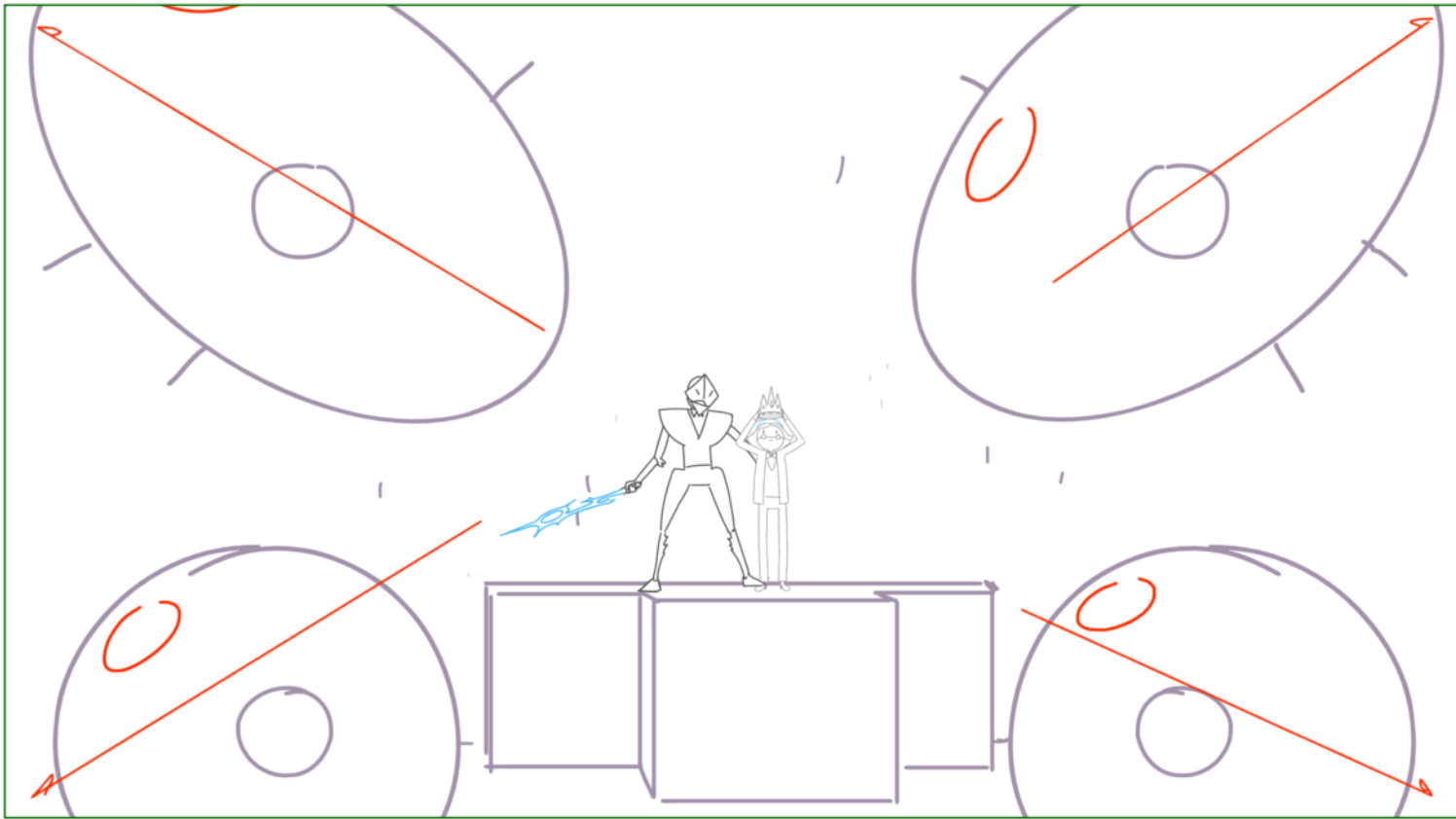


Dialog

Action Notes

SLAM TRUCK OUT  
SCARAB draws back is blade

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	9 / 15	00:01

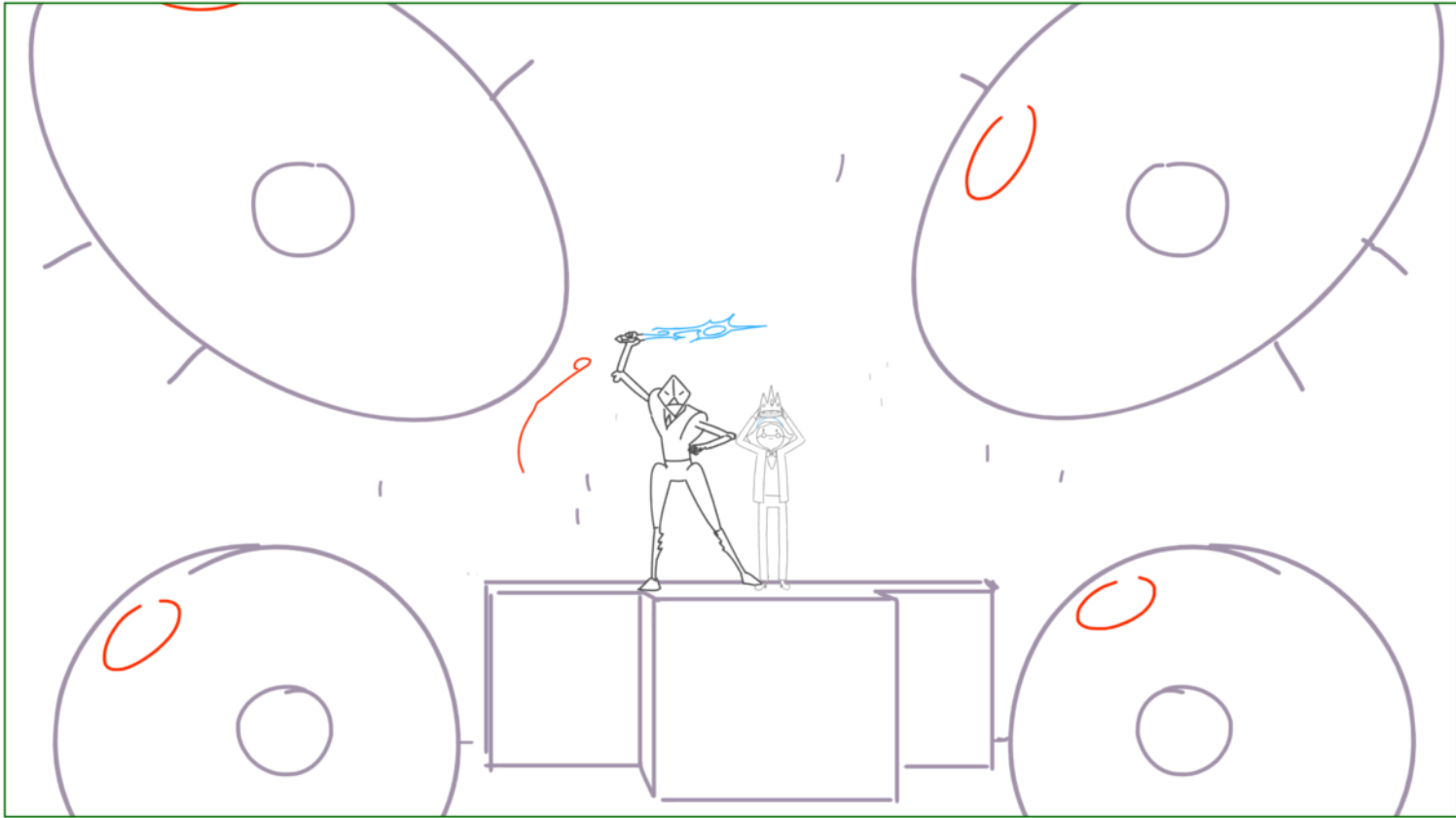


Dialog

Action Notes

SLAM TRUCK OUT  
SCARAB draws back is blade

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	10 / 15	00:01



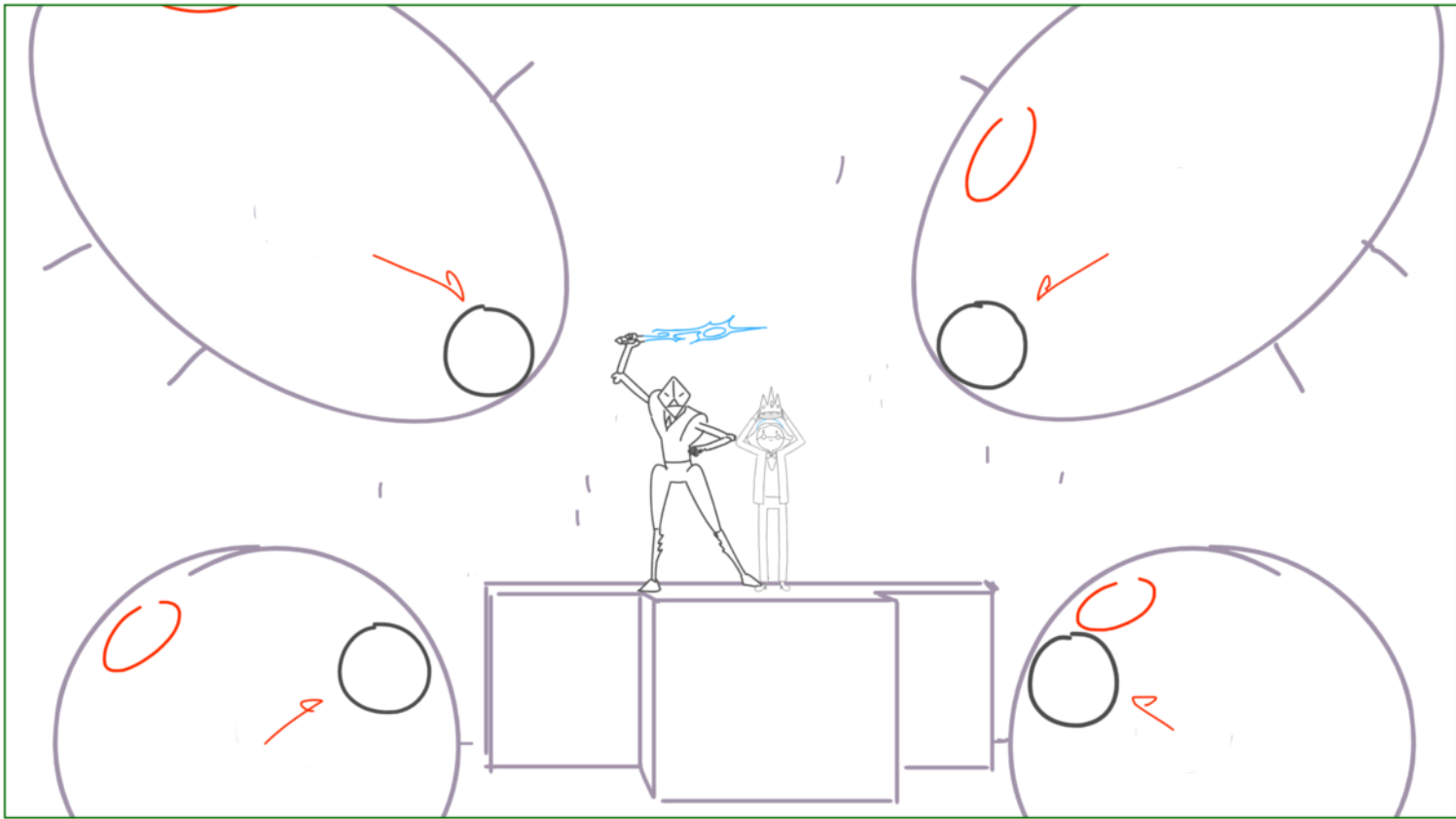
Dialog

Action Notes

he lifts his blade to strike  
SFX: SWOOSH



Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	11 / 15	00:01

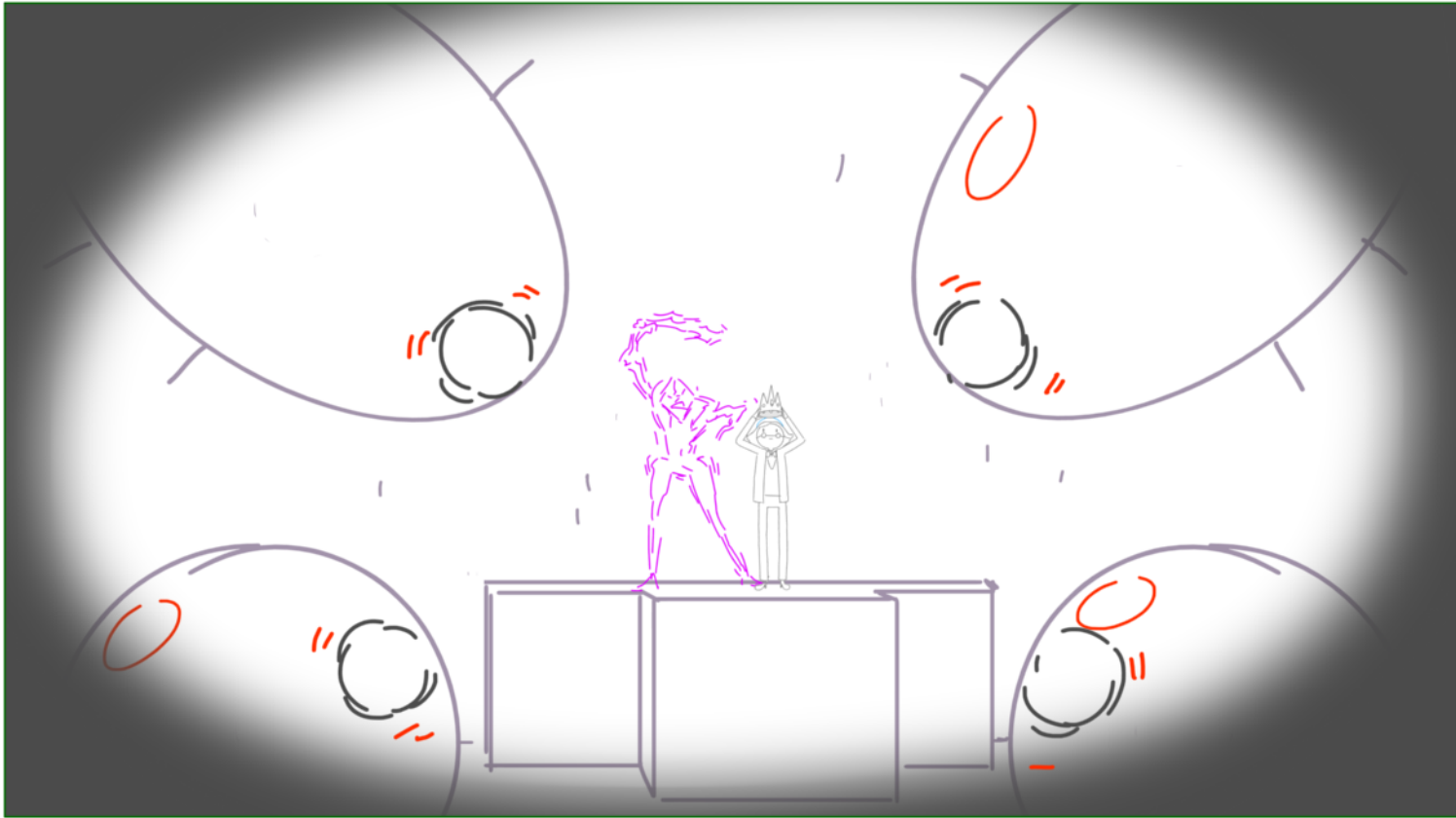


Dialog

Action Notes

GOLB's eyes look at SCARAB

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	12 / 15	00:01



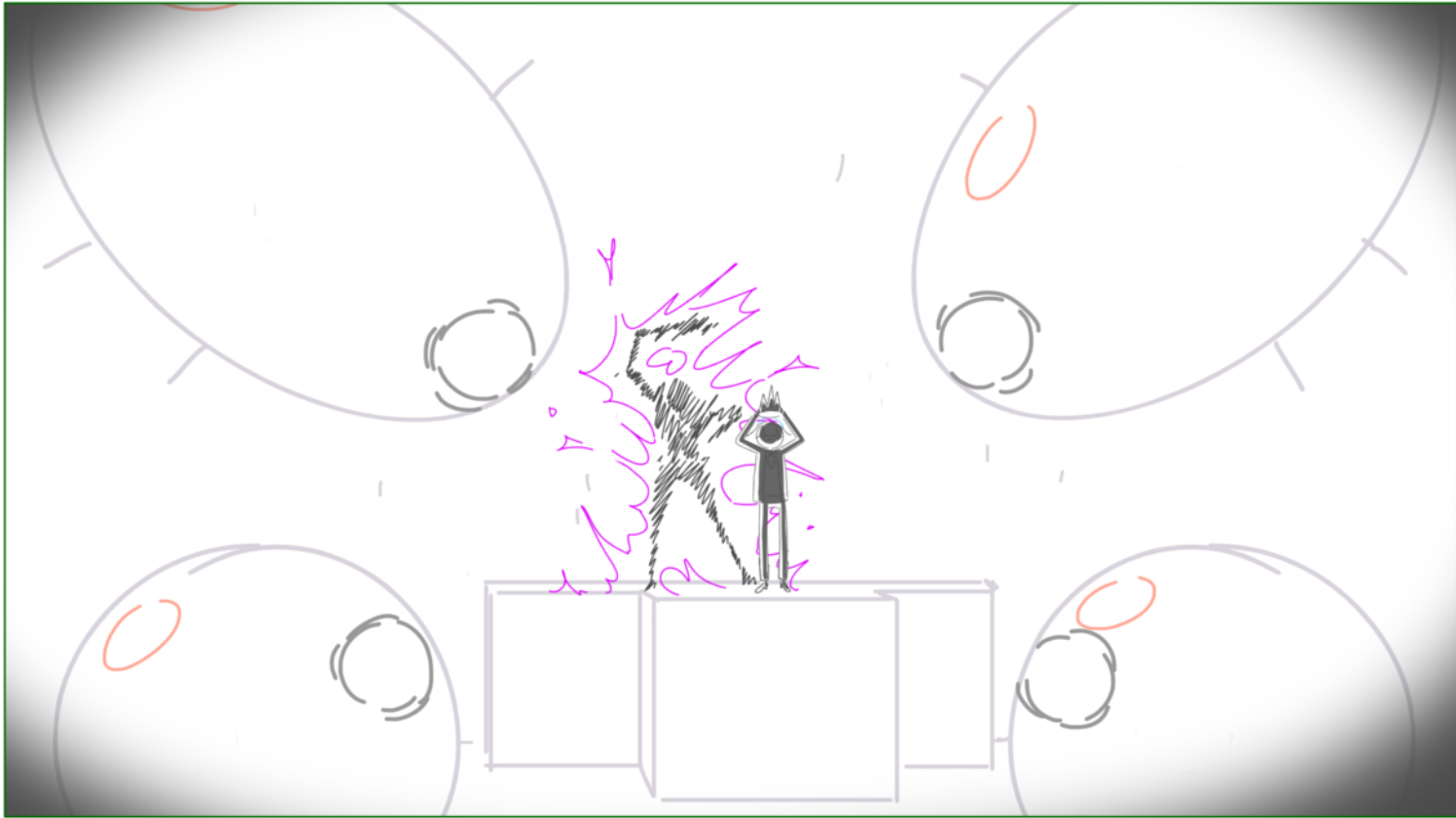
Dialog

SCARAB: Hkk!

Action Notes

GOLB's eyes vibrate  
 SCARAB's body is energized.  
 FX vibrating vignette

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	13 / 15	00:01



Dialog

Action Notes

SCARAB is silhouetted in a flash of energy.  
 SIMON is cast in shadow.  
 the screen brightens and the vignette FX disappears

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	14 / 15	00:01



Dialog

Action Notes

SCARAB's silhouette splits into 3 large pieces

Scene	Feet : Frames	Panel / Total	Feet : Frames
110	00:15	15 / 15	00:01

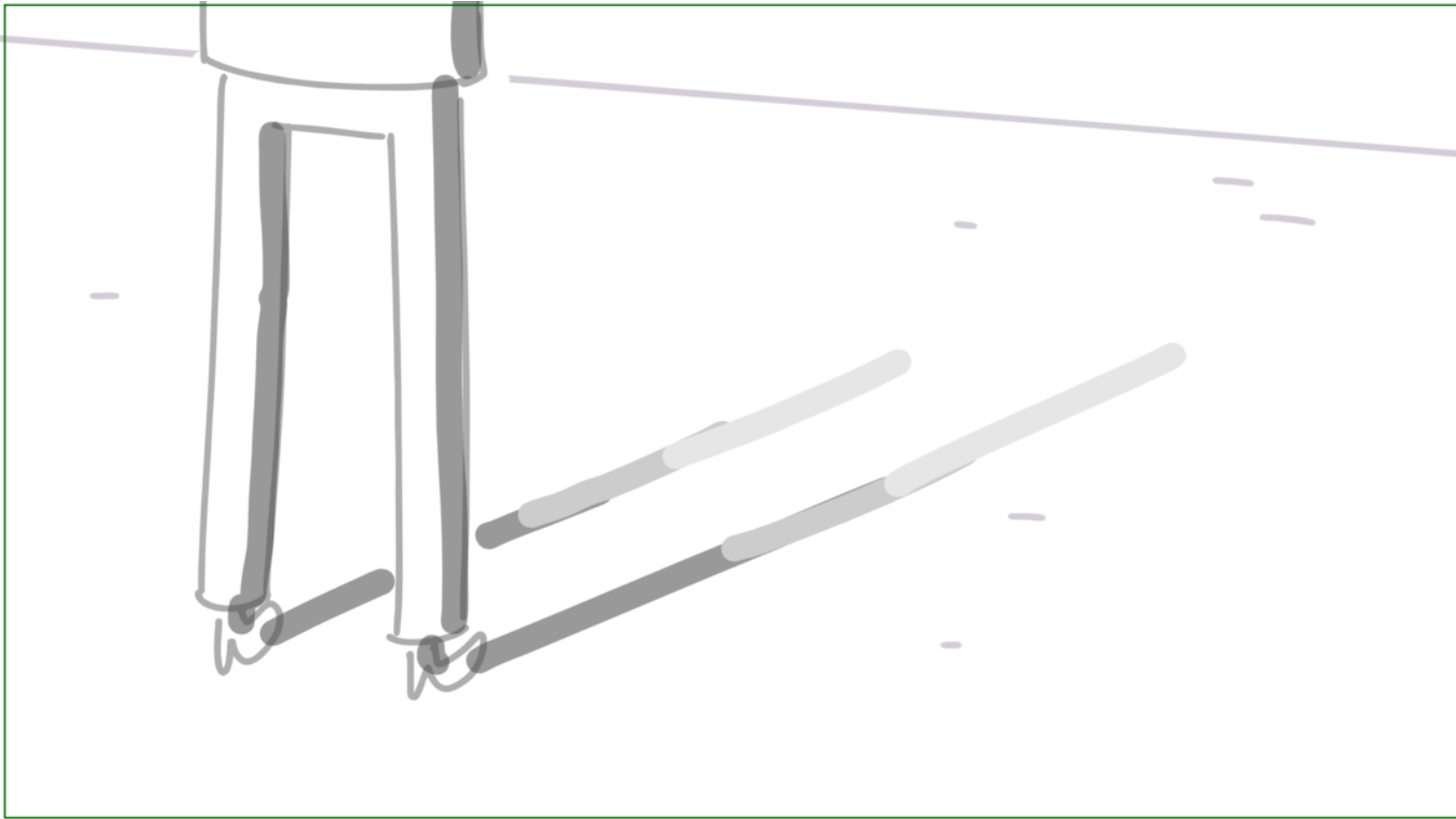


Dialog

Action Notes

screen flashes to white

Scene	Feet : Frames	Panel / Total	Feet : Frames
111	00:07	1 / 7	00:01

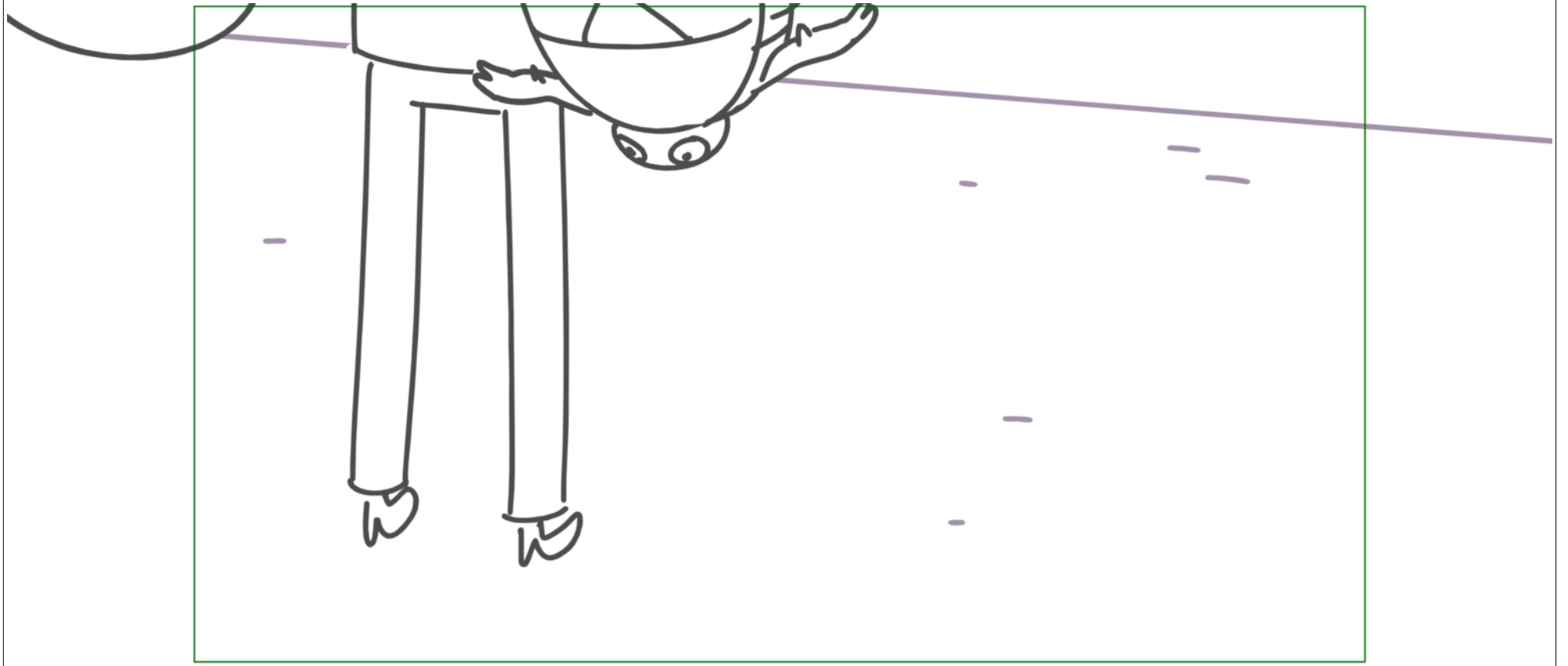


Dialog

Action Notes

Angle on SIMON's legs.  
H/U continuity of white flash and the shadow cast by SIMON

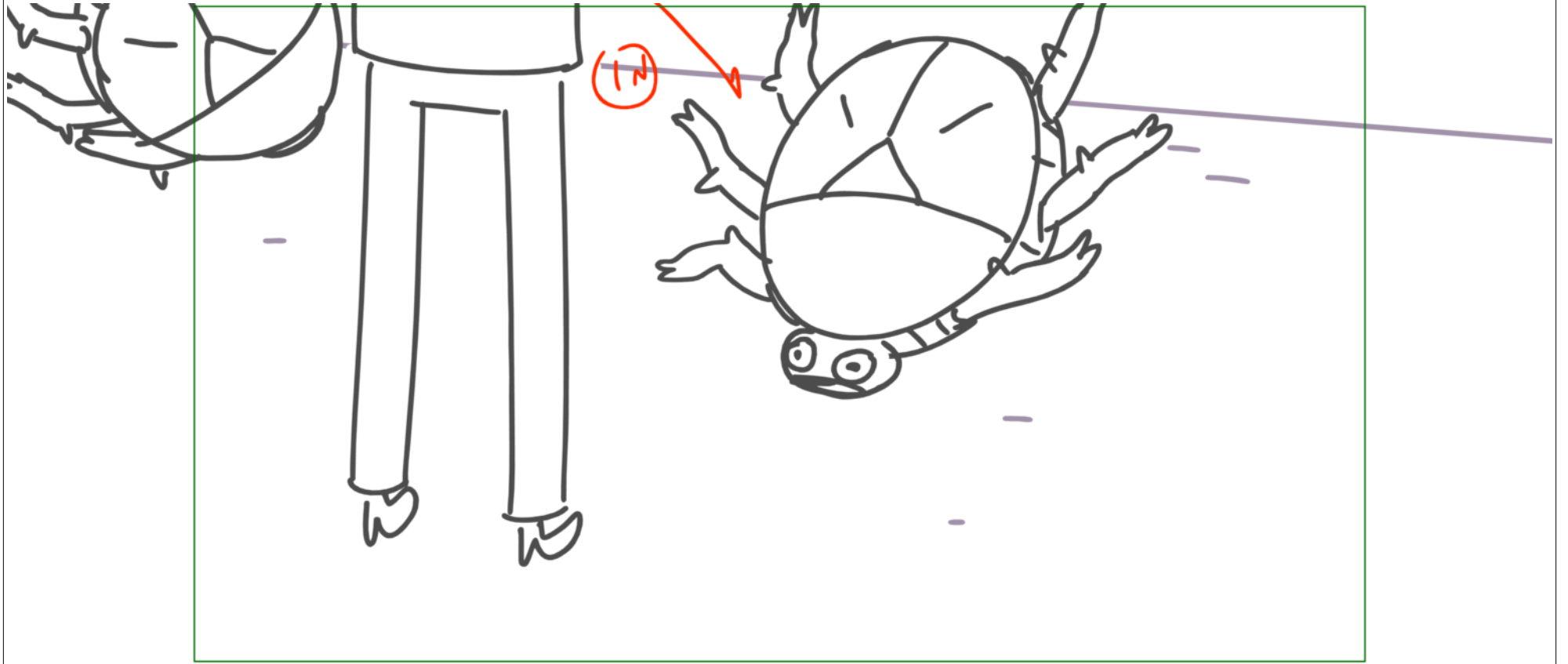
Scene	Feet : Frames	Panel / Total	Feet : Frames
111	00:07	2 / 7	00:01



Dialog

Action Notes  
3 large MINI SCARAB bugs fall IN

Scene	Feet : Frames	Panel / Total	Feet : Frames
111	00:07	3 / 7	00:01



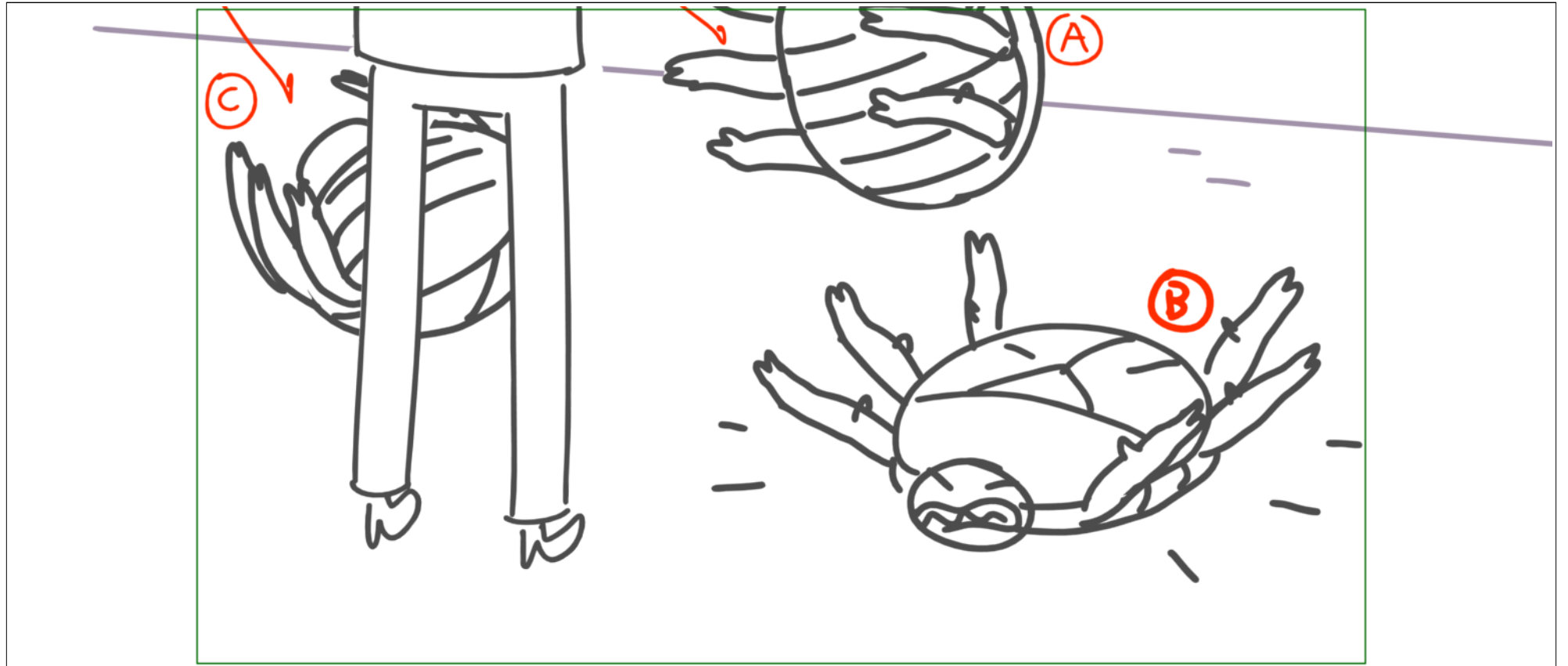
Dialog

Action Notes

3 large MINI SCARAB bugs fall IN



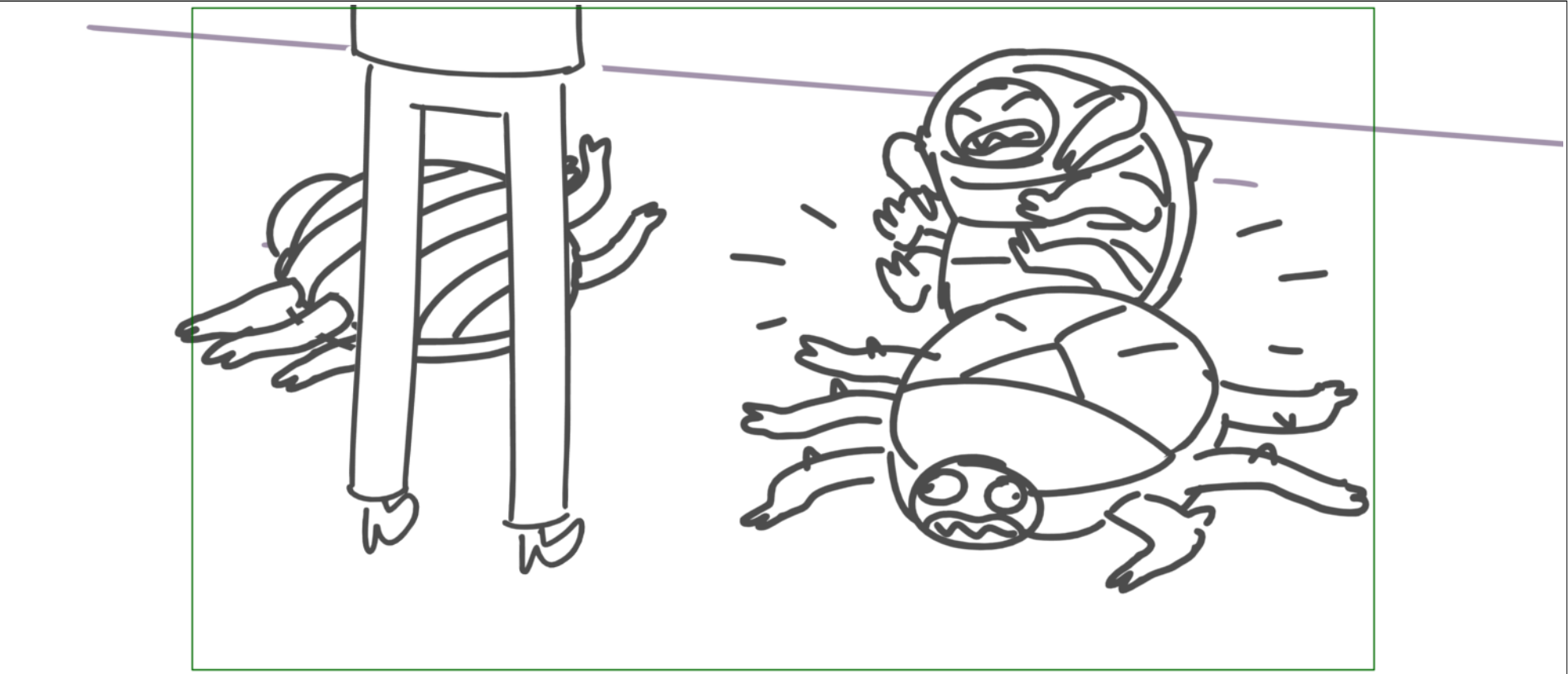
Scene	Feet : Frames	Panel / Total	Feet : Frames
111	00:07	4 / 7	00:01



Dialog

Action Notes  
2 MINI SCARABS land on the block, one bounces OUT

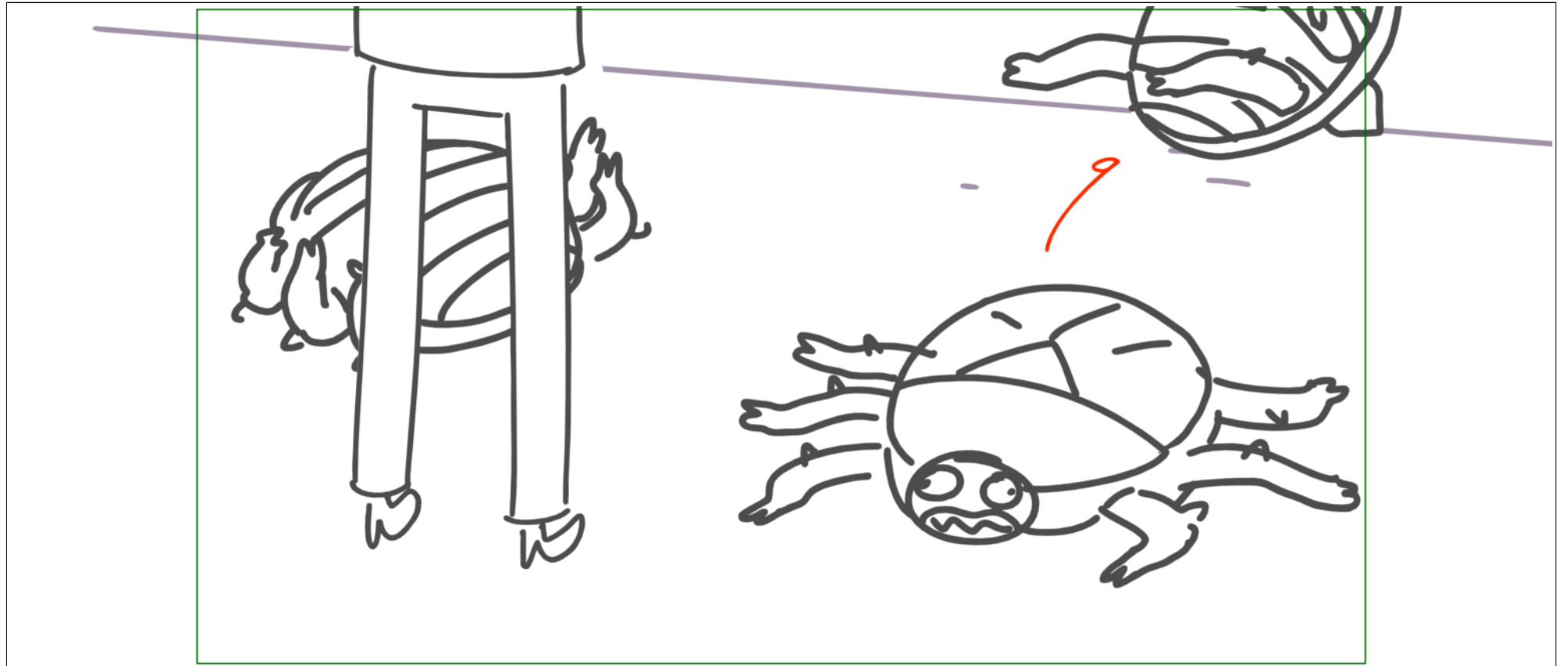
Scene	Feet : Frames	Panel / Total	Feet : Frames
111	00:07	5 / 7	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
111	00:07	6 / 7	00:01

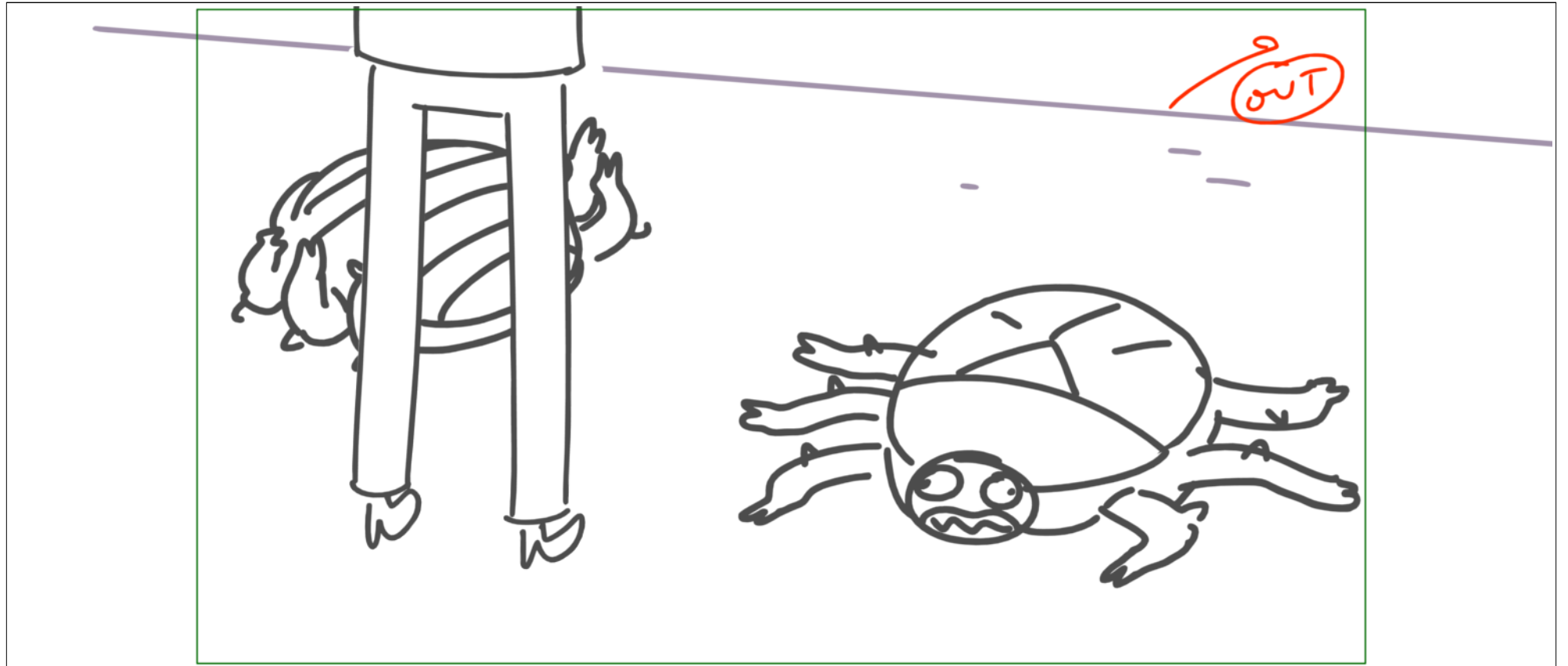


Dialog

Action Notes

third MINI SCARAB bounces OUT

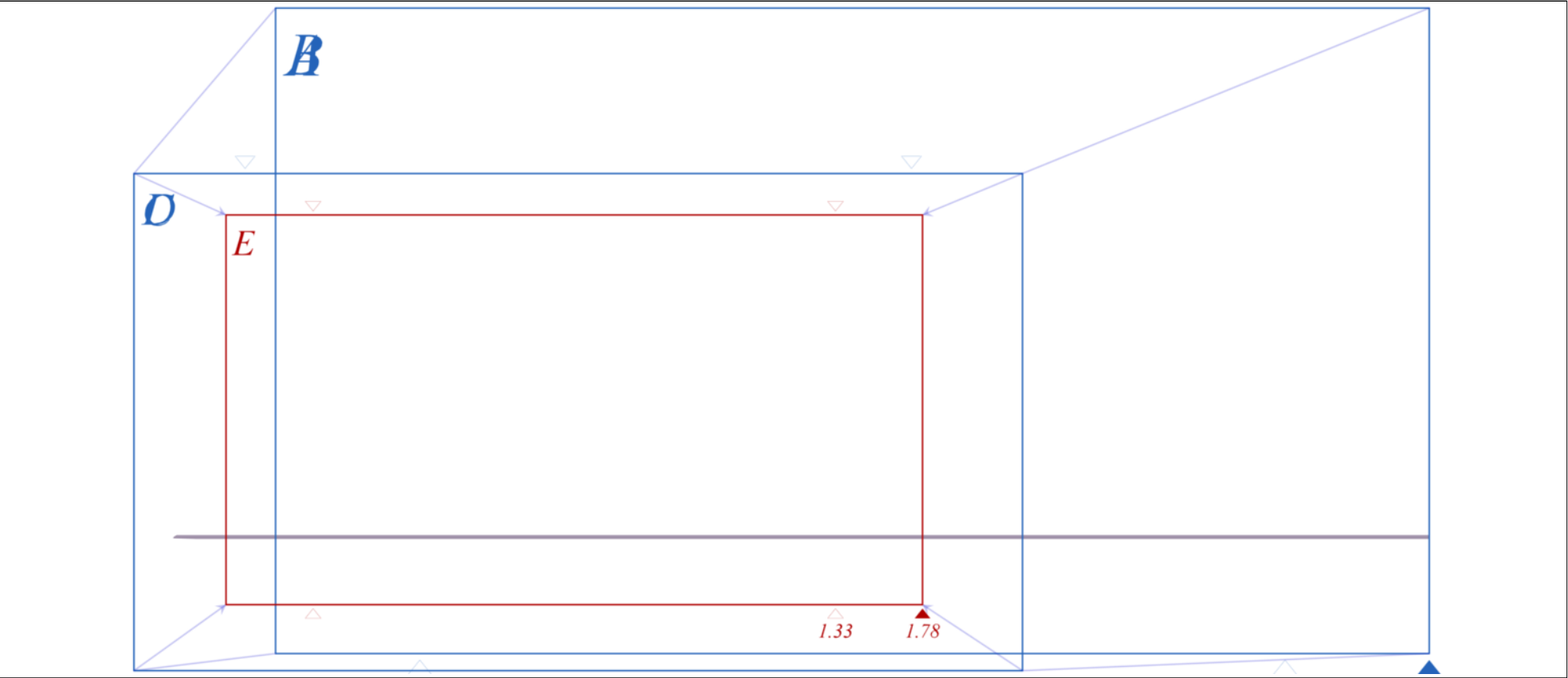
Scene	Feet : Frames	Panel / Total	Feet : Frames
111	00:07	7 / 7	00:01



Dialog

Action Notes

Scene Layout	Feet : Frames
112	00:10



Dialog

Action Notes

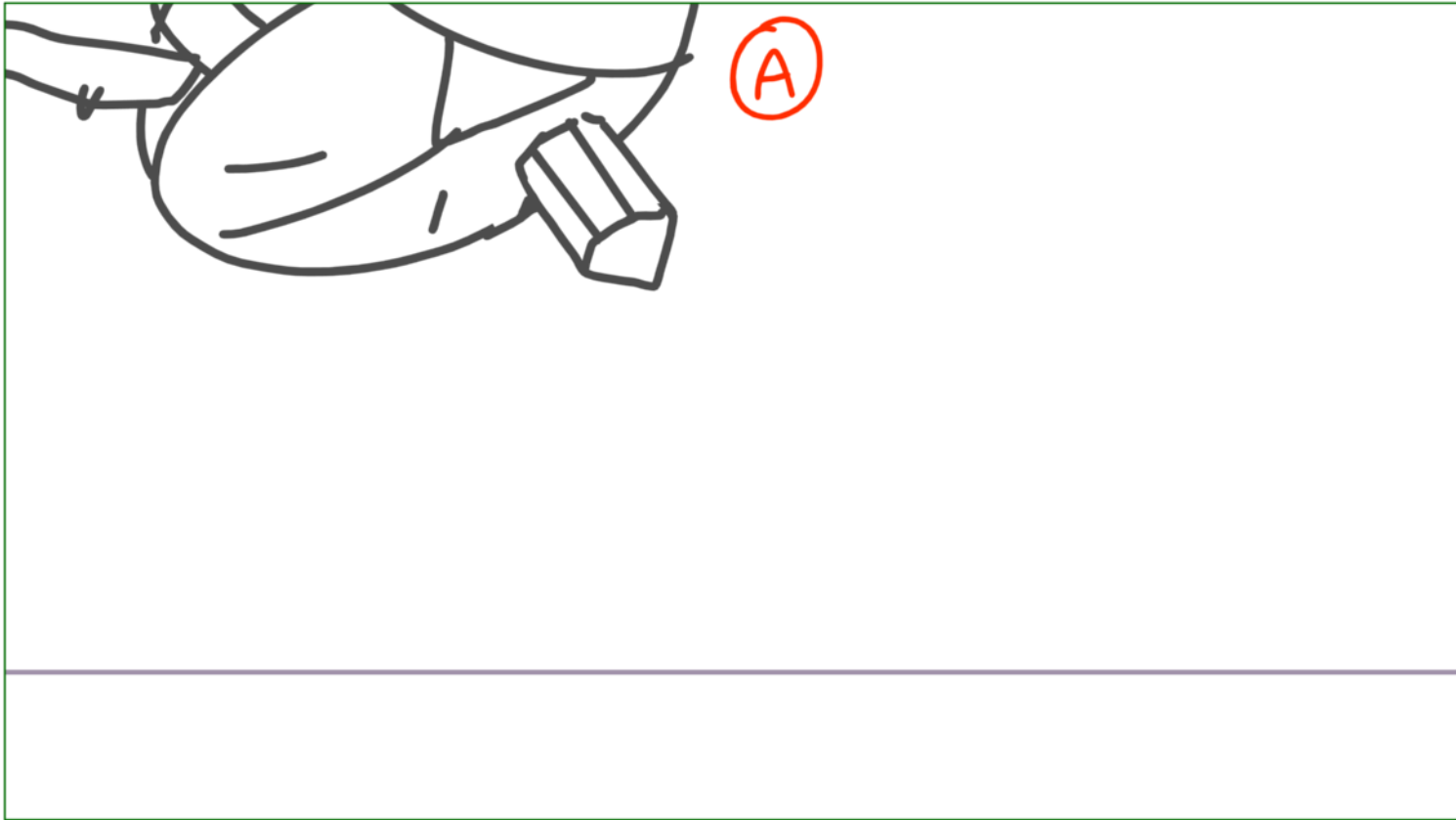
Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	1 / 10	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	2 / 10	00:01

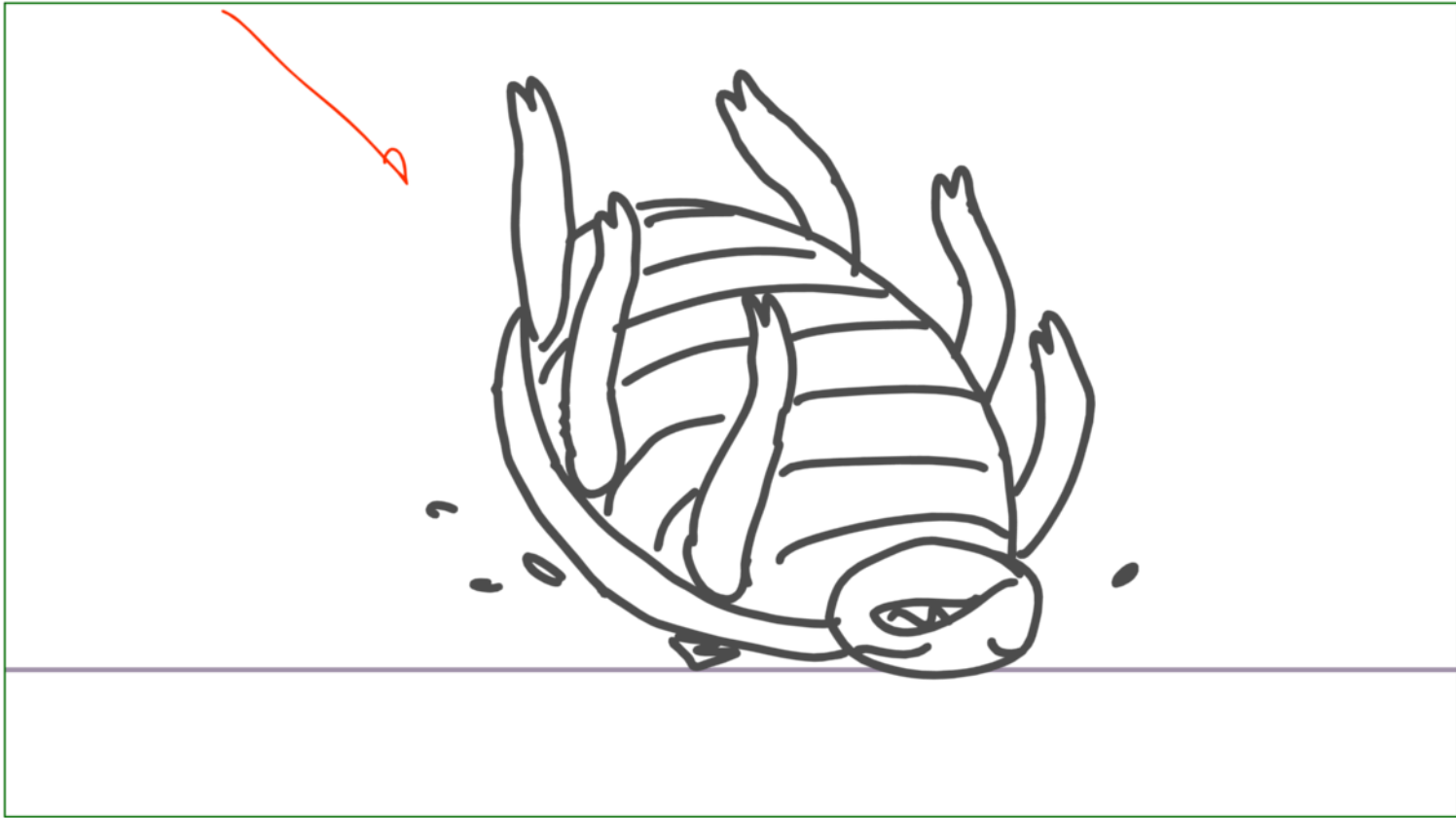


Dialog

Action Notes

H/U MINI SCARAB A bouncing IN to frame.  
This bug has the crystal tool embedded in its shell

Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	3 / 10	00:01



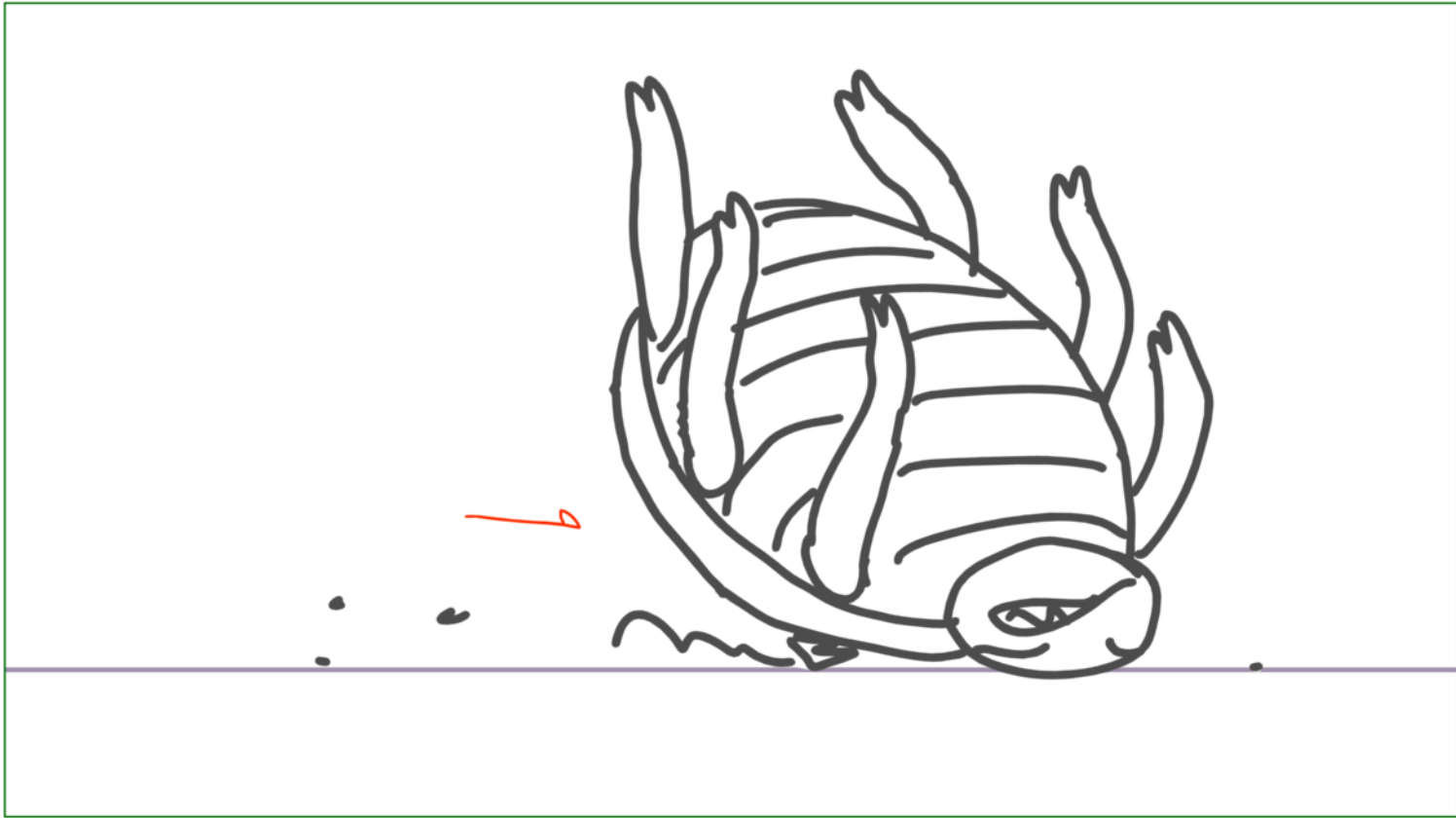
Dialog

Action Notes

it lands



Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	4 / 10	00:01

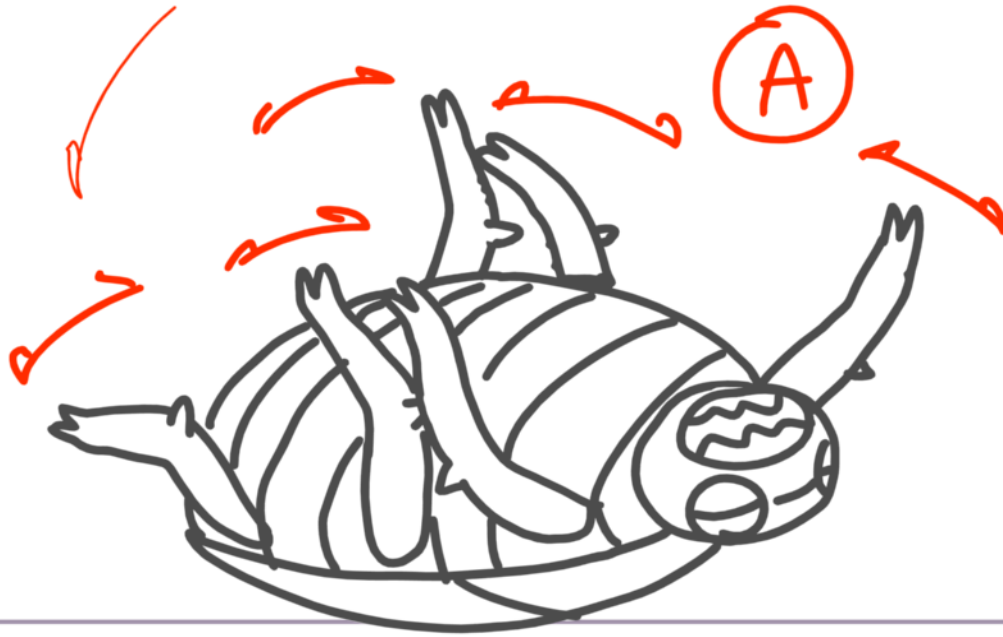


Dialog

Action Notes

it lands

Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	5 / 10	00:01

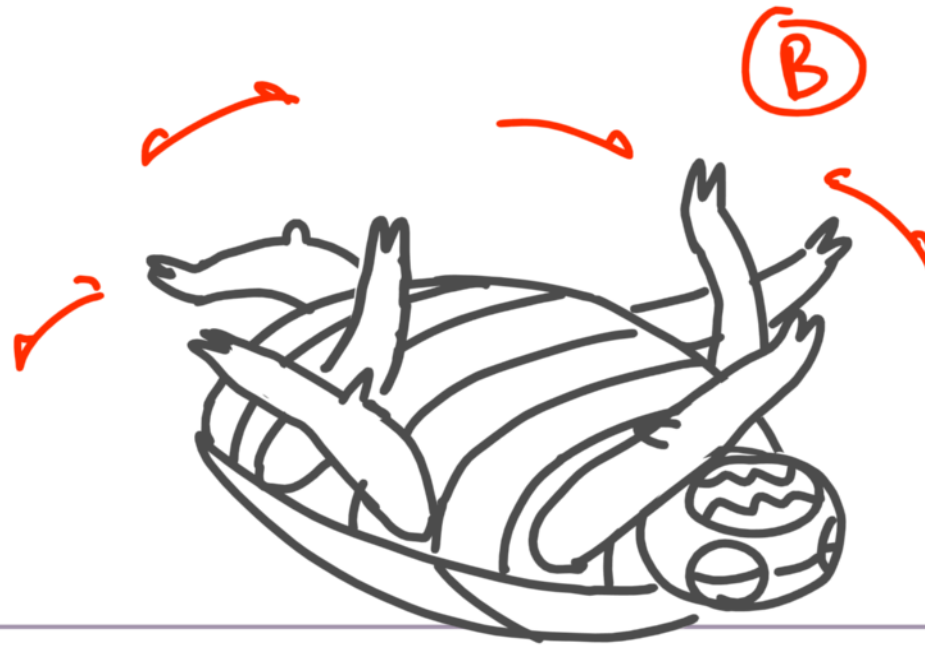


Dialog

Action Notes

it kicks its legs

Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	6 / 10	00:01

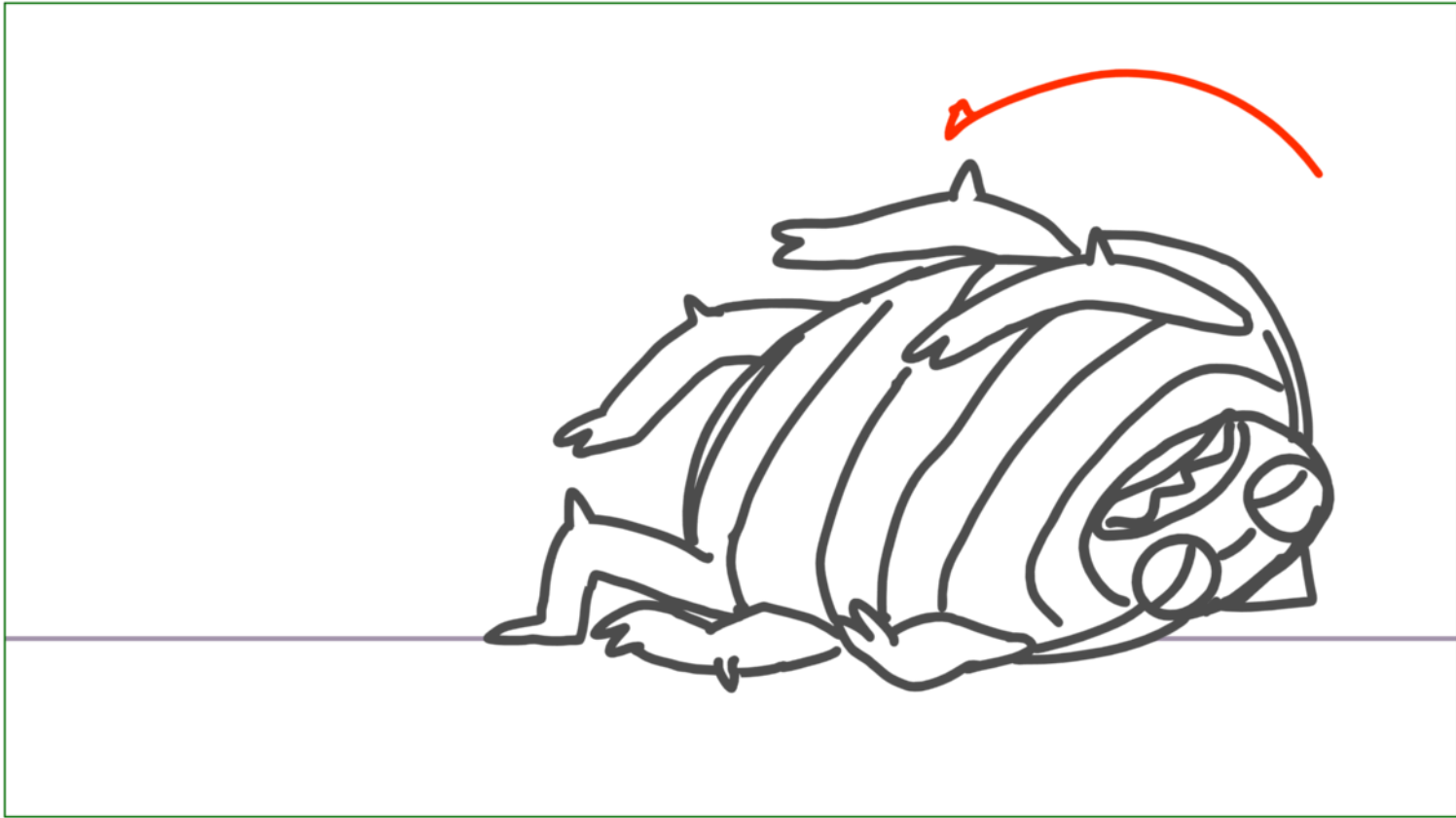


Dialog

Action Notes

it kicks its legs

Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	7 / 10	00:01

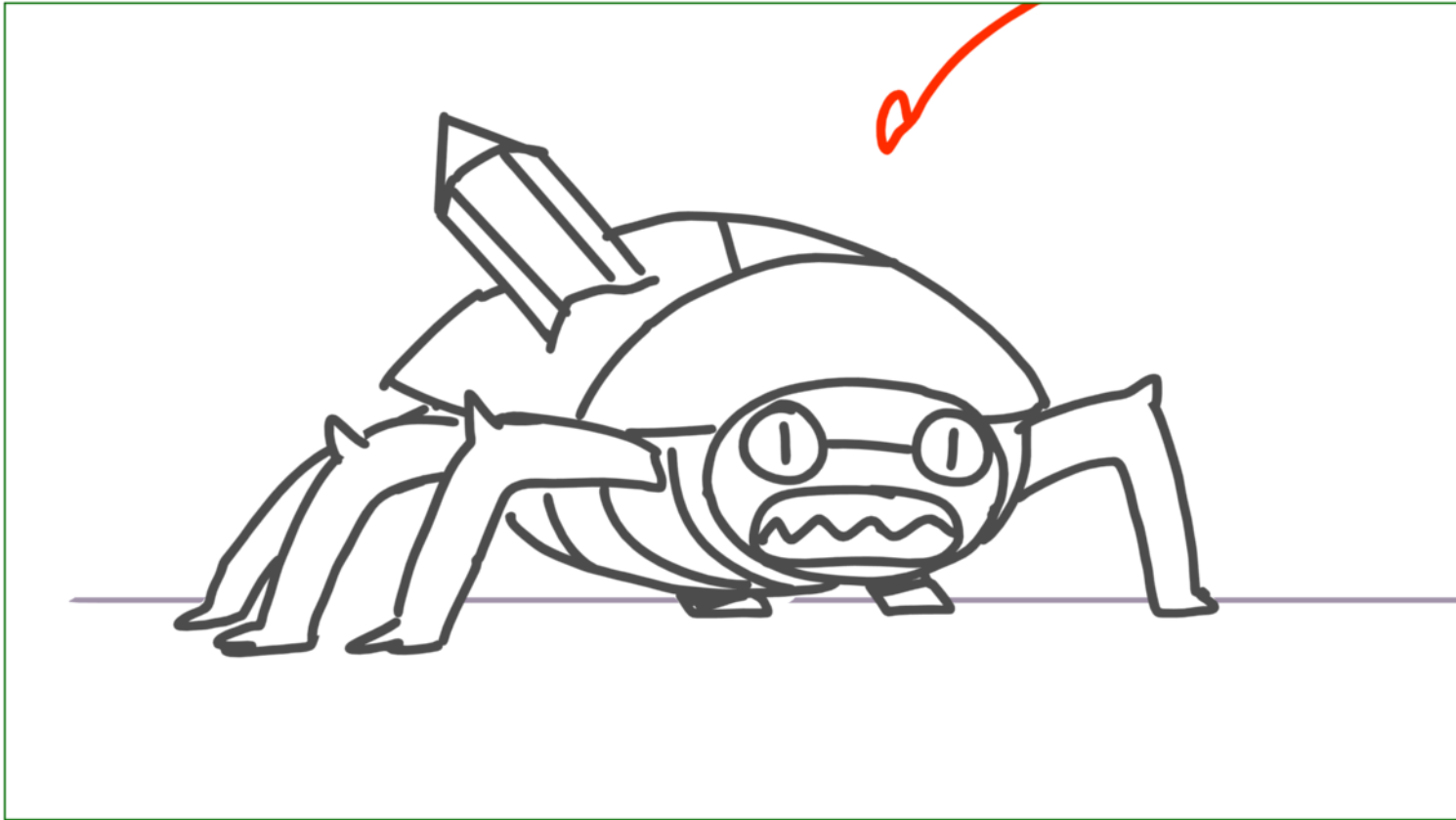


Dialog

Action Notes

it flips itself over

Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	8 / 10	00:01

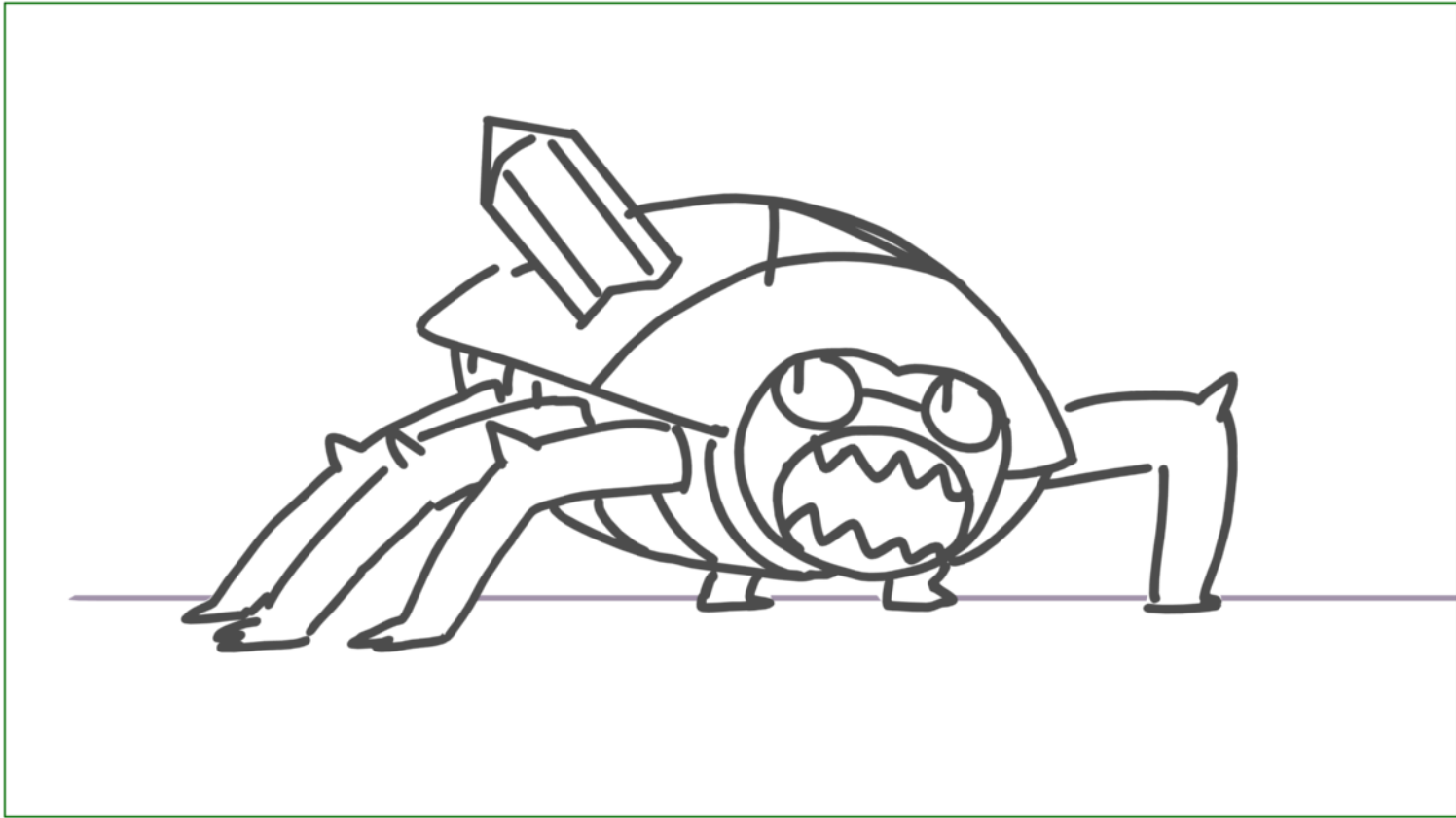


Dialog

Action Notes

MINI SCARAB flips towards camera, revealing CRYSTAL embedded in it

Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	9 / 10	00:01



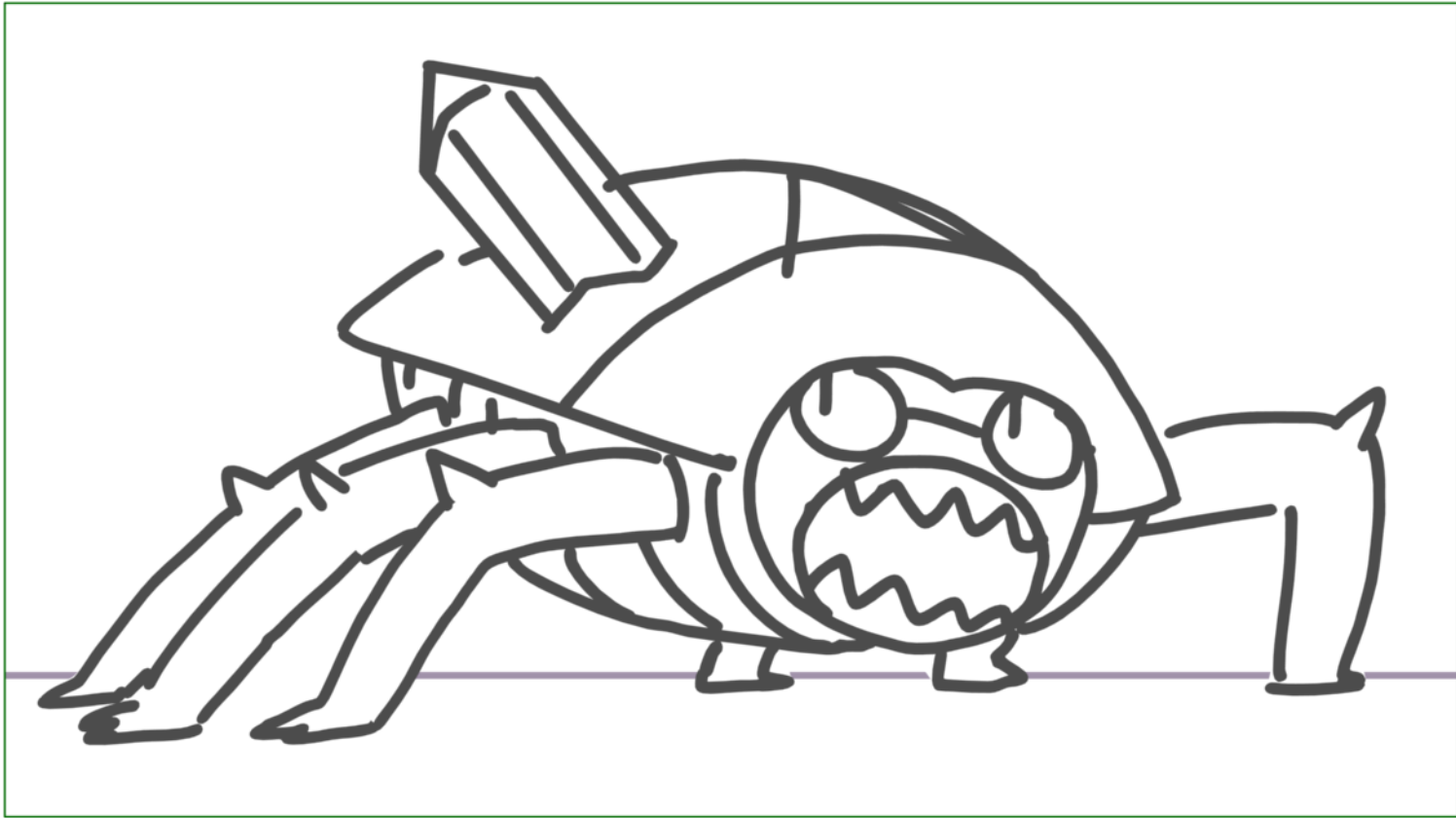
Dialog

MINI SCARAB:  
(screech!)

Action Notes

It looks O/S Left at SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
112	00:10	10 / 10	00:01



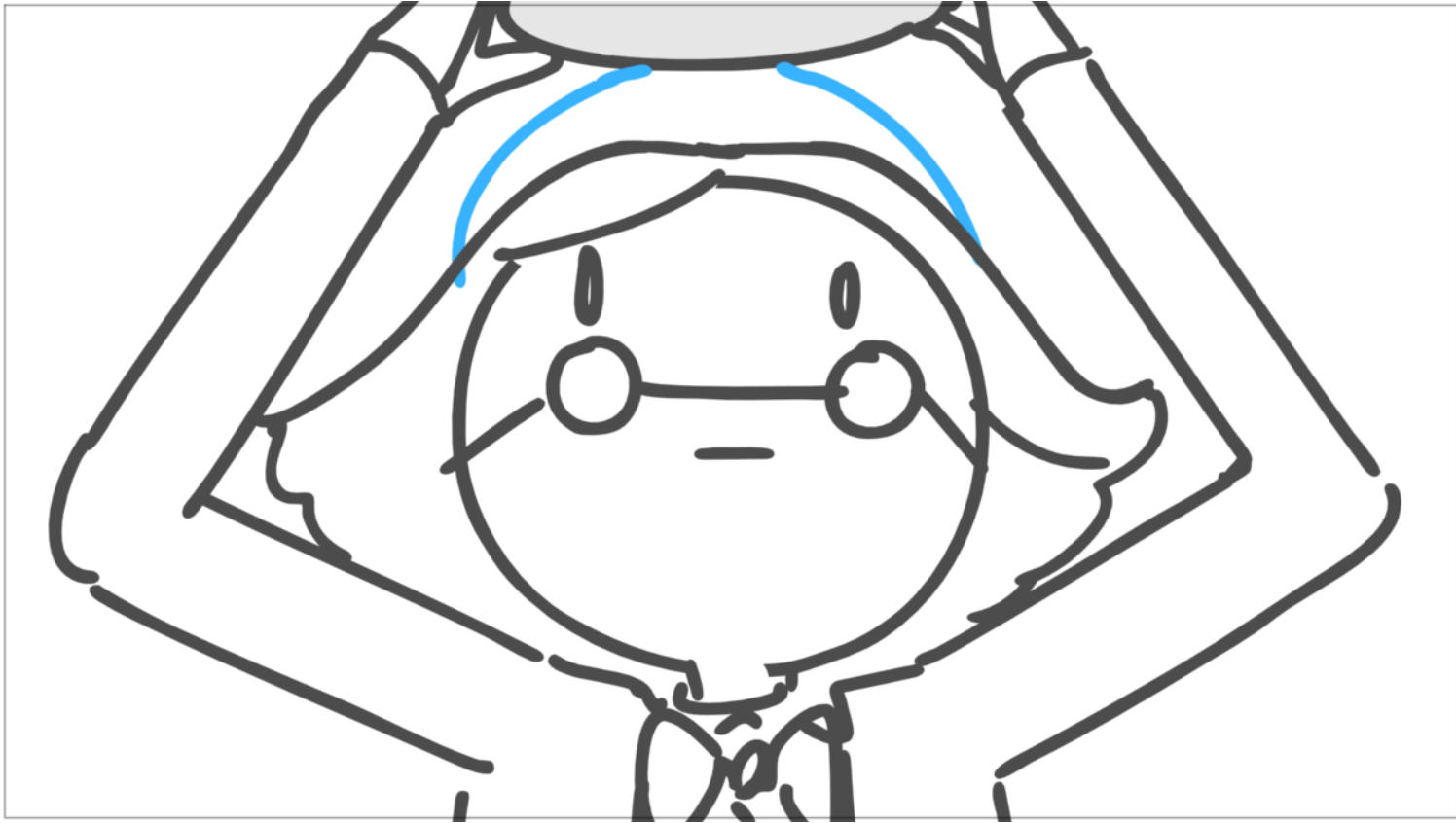
Dialog

MINI SCARAB:  
(screech!)

Action Notes

SNAP TRK IN

Scene	Feet : Frames	Panel / Total	Feet : Frames
113	00:01	1 / 1	00:01



Dialog

Action Notes

SIMON still entranced



Scene	Feet : Frames	Panel / Total	Feet : Frames
114	00:04	1 / 4	00:01



Dialog

Action Notes  
 MINI SCARAB run toward SIMON

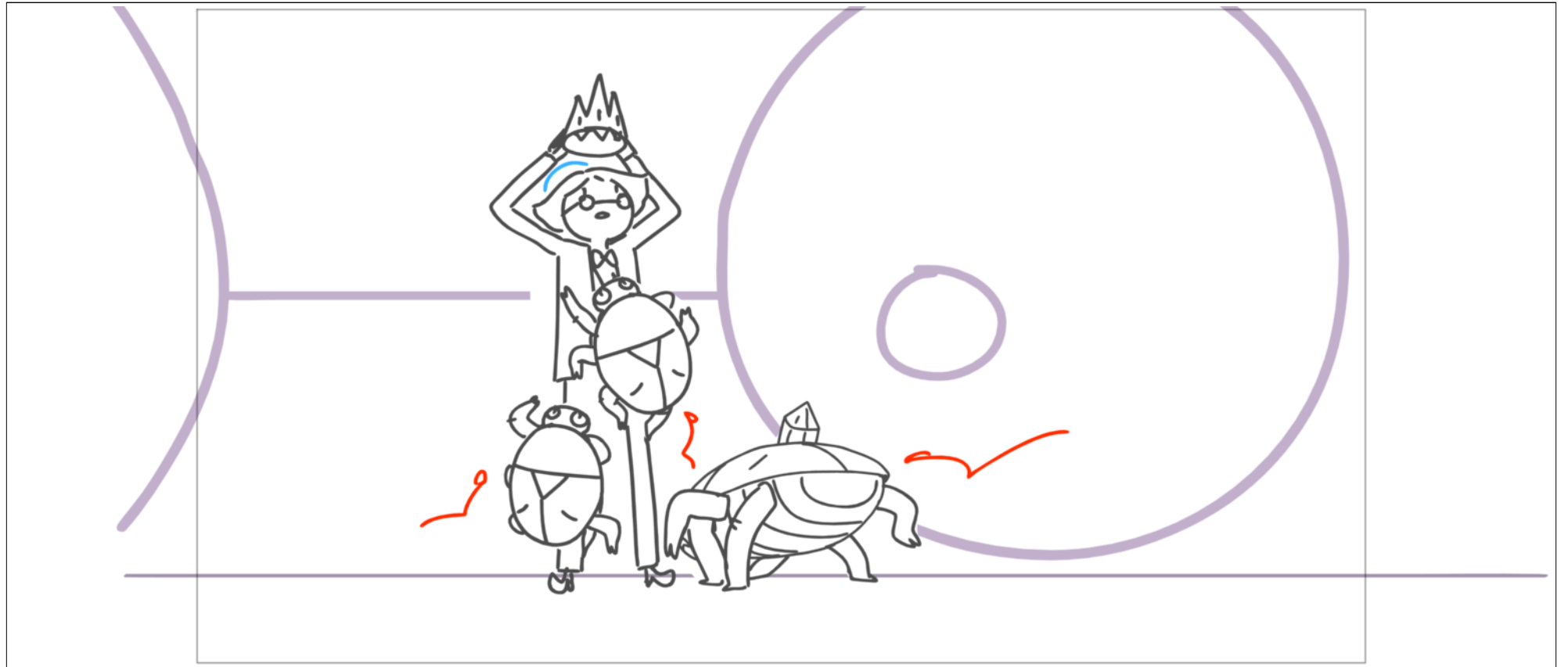
Scene	Feet : Frames	Panel / Total	Feet : Frames
114	00:04	2 / 4	00:01



Dialog

Action Notes  
they crawl up him

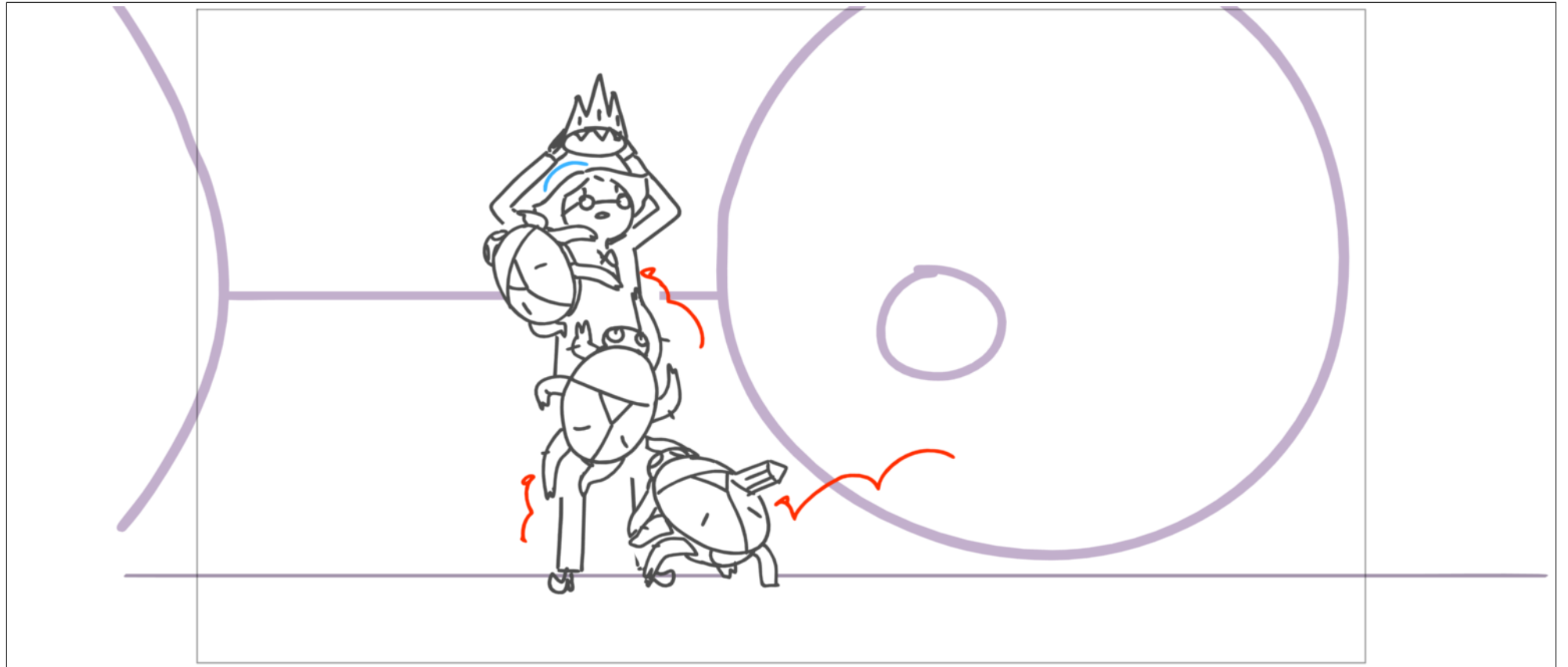
Scene	Feet : Frames	Panel / Total	Feet : Frames
114	00:04	3 / 4	00:01



Dialog

Action Notes

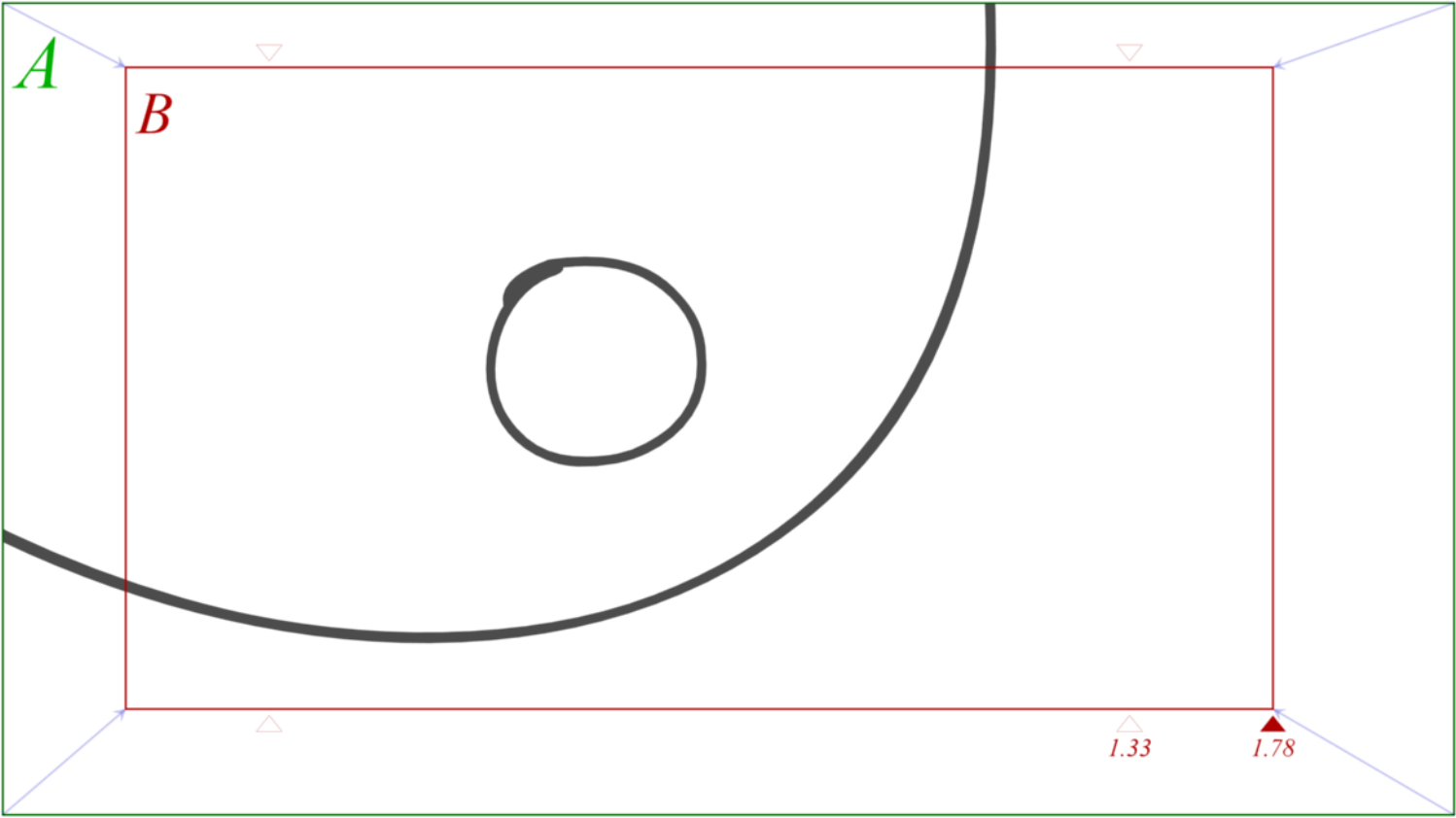
Scene	Feet : Frames	Panel / Total	Feet : Frames
114	00:04	4 / 4	00:01



Dialog

Action Notes

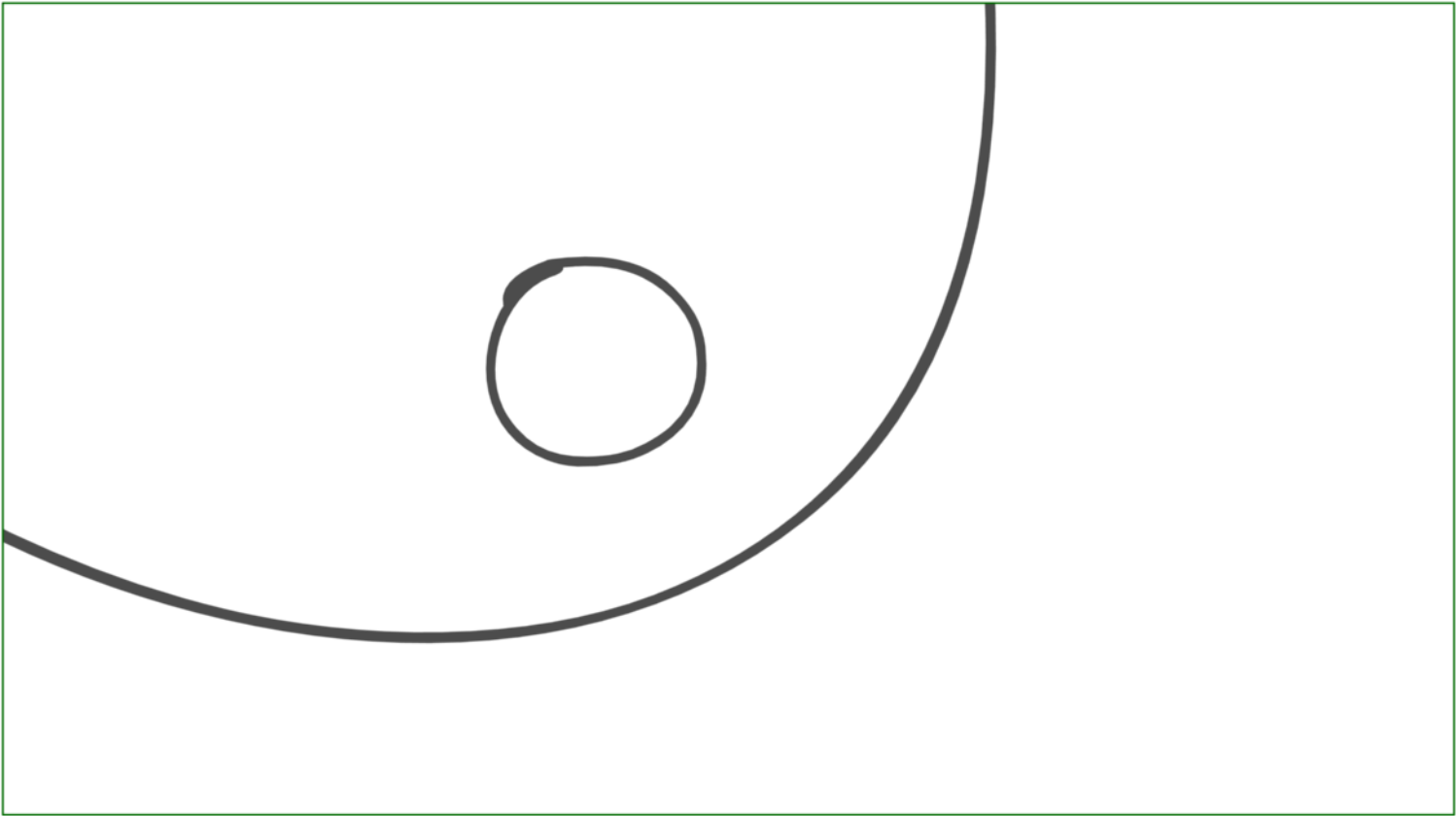
Scene Layout	Feet : Frames
115	00:02



Dialog

Action Notes

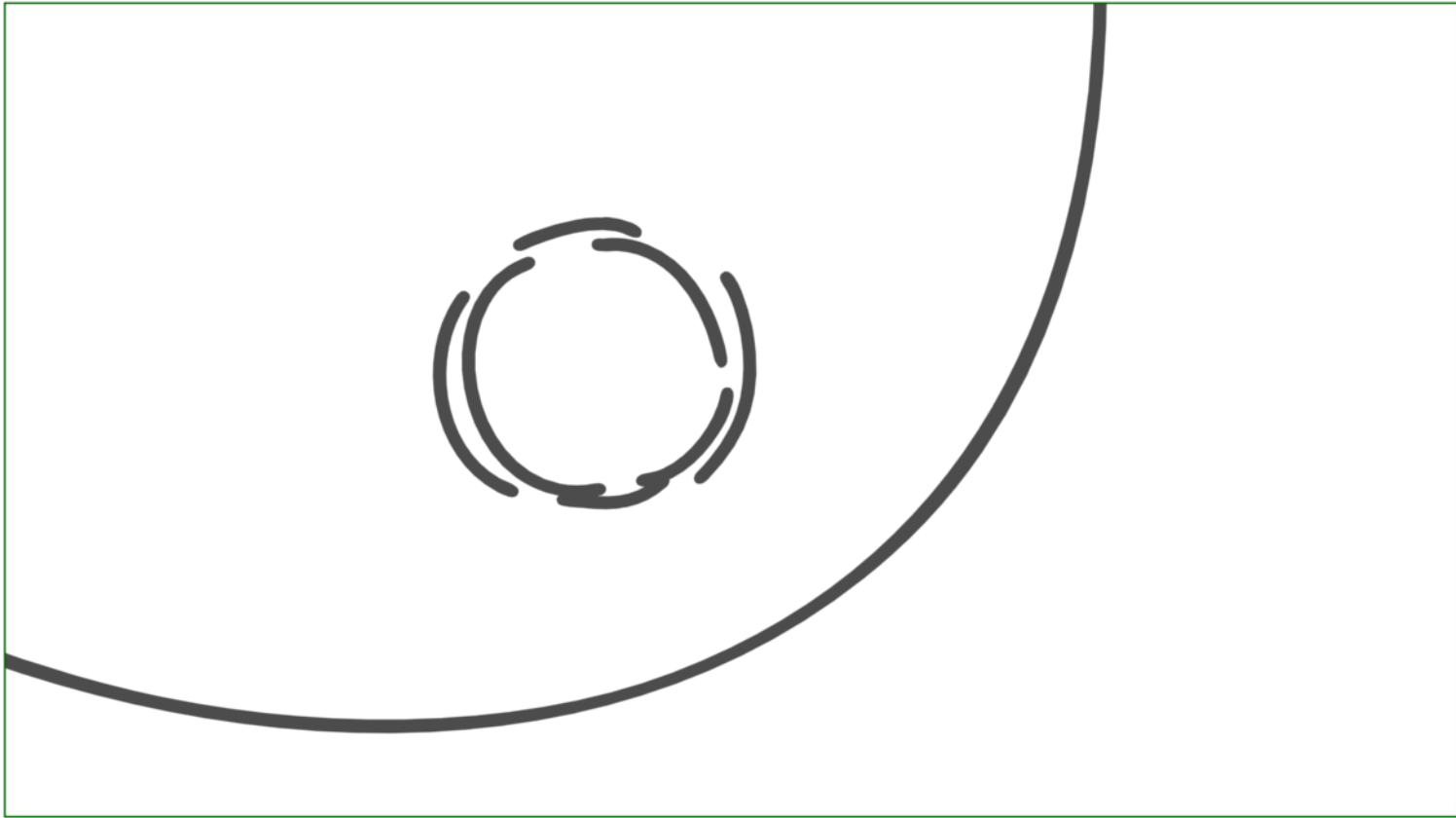
Scene	Feet : Frames	Panel / Total	Feet : Frames
115	00:02	1 / 2	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
115	00:02	2 / 2	00:01

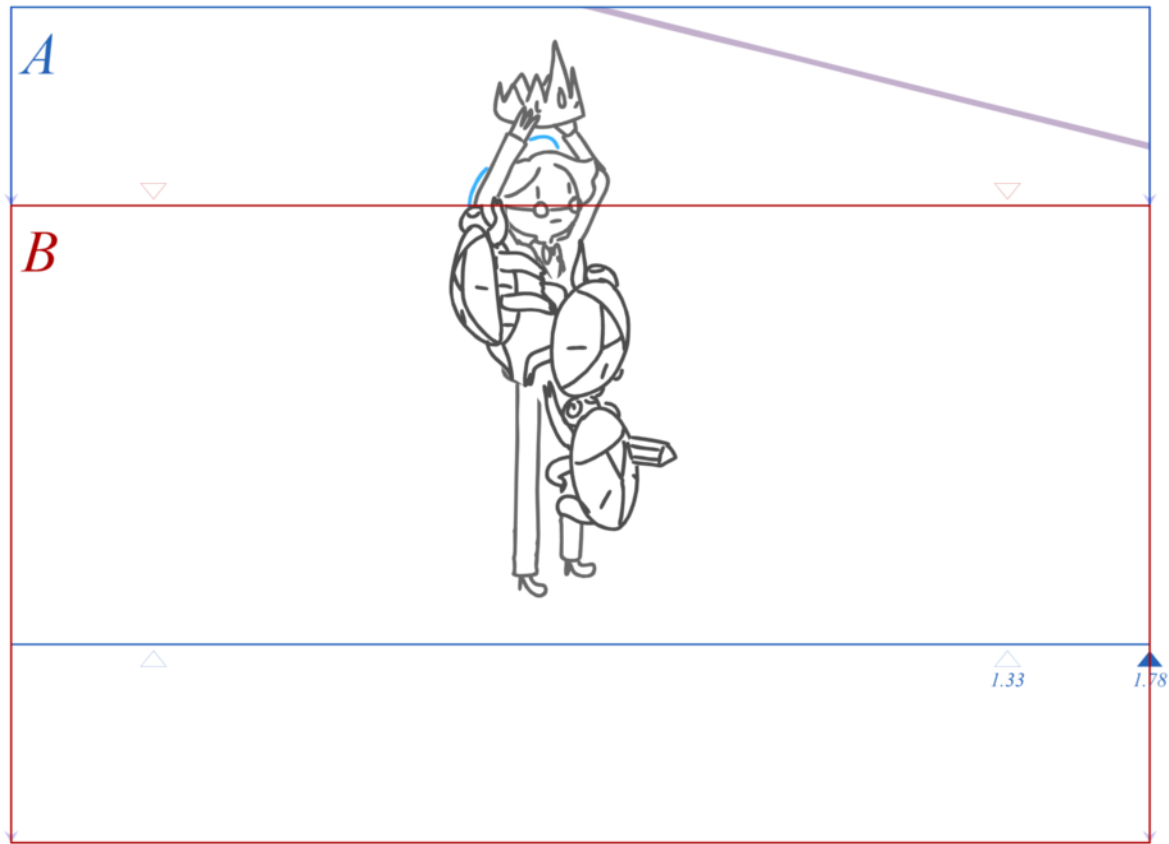


Dialog

Action Notes

SNAP TRK IN  
GOLBetty glares again

Scene Layout	Feet : Frames
116	00:06

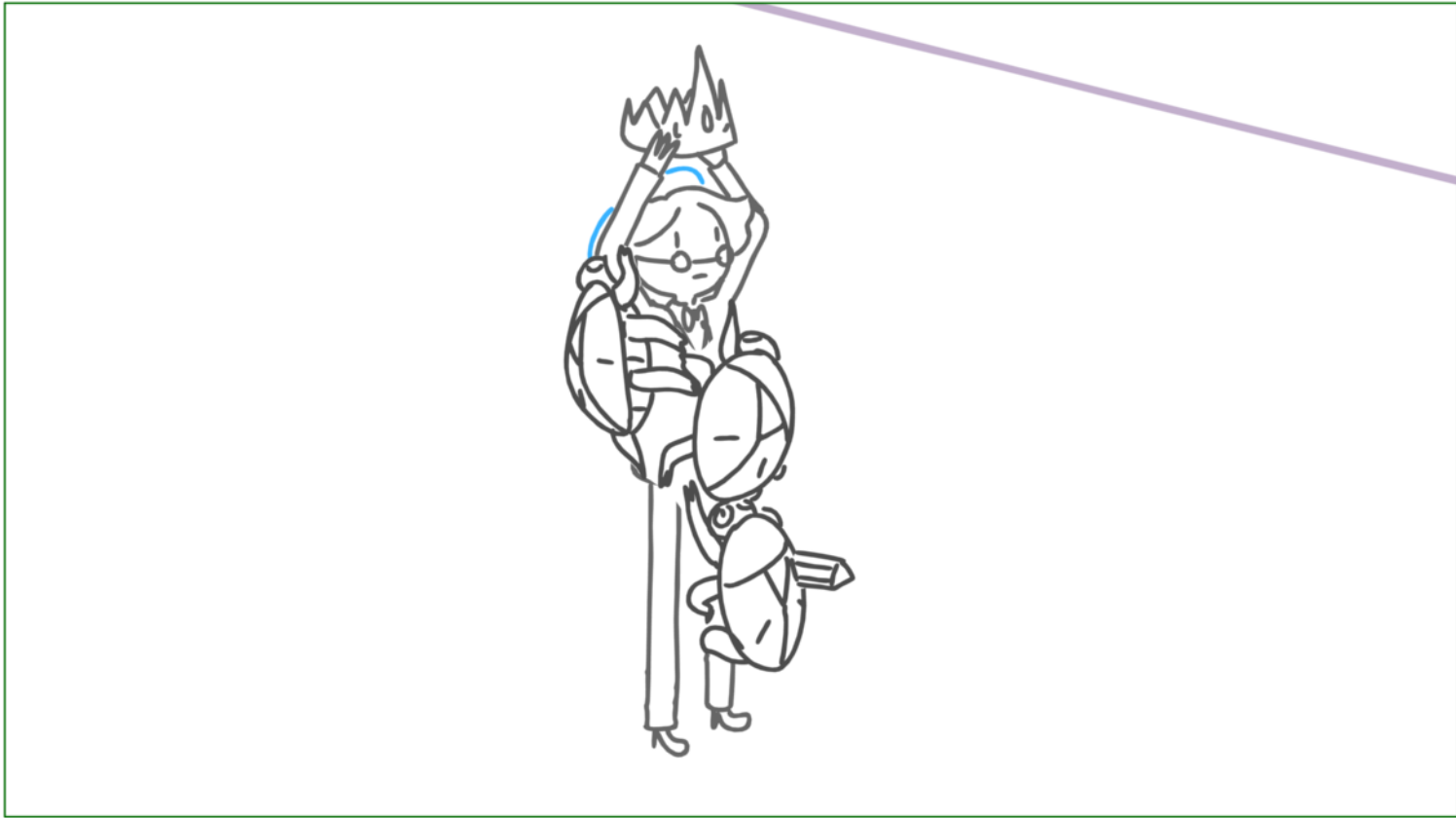


Dialog
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Action Notes
MINI SCARABS crawl up SIMON



Scene	Feet : Frames	Panel / Total	Feet : Frames
116	00:06	1 / 6	00:01

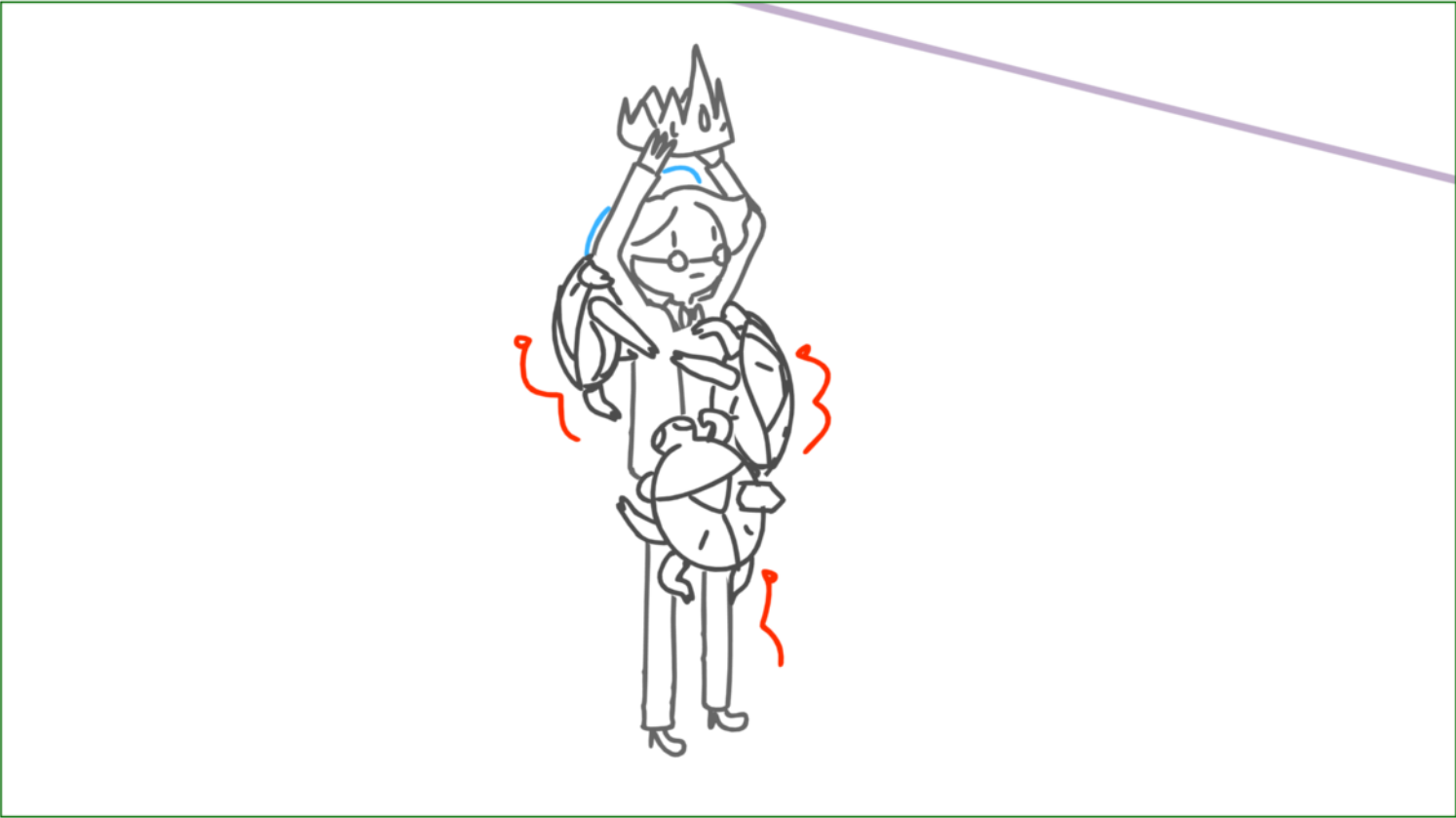


Dialog

Action Notes

MINI SCARABS crawl up SIMON

Scene	Feet : Frames	Panel / Total	Feet : Frames
116	00:06	2 / 6	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
116	00:06	3 / 6	00:01



Dialog

Action Notes

they are zapped with GOLB ENERGY EFFECT

Scene	Feet : Frames	Panel / Total	Feet : Frames
116	00:06	4 / 6	00:01

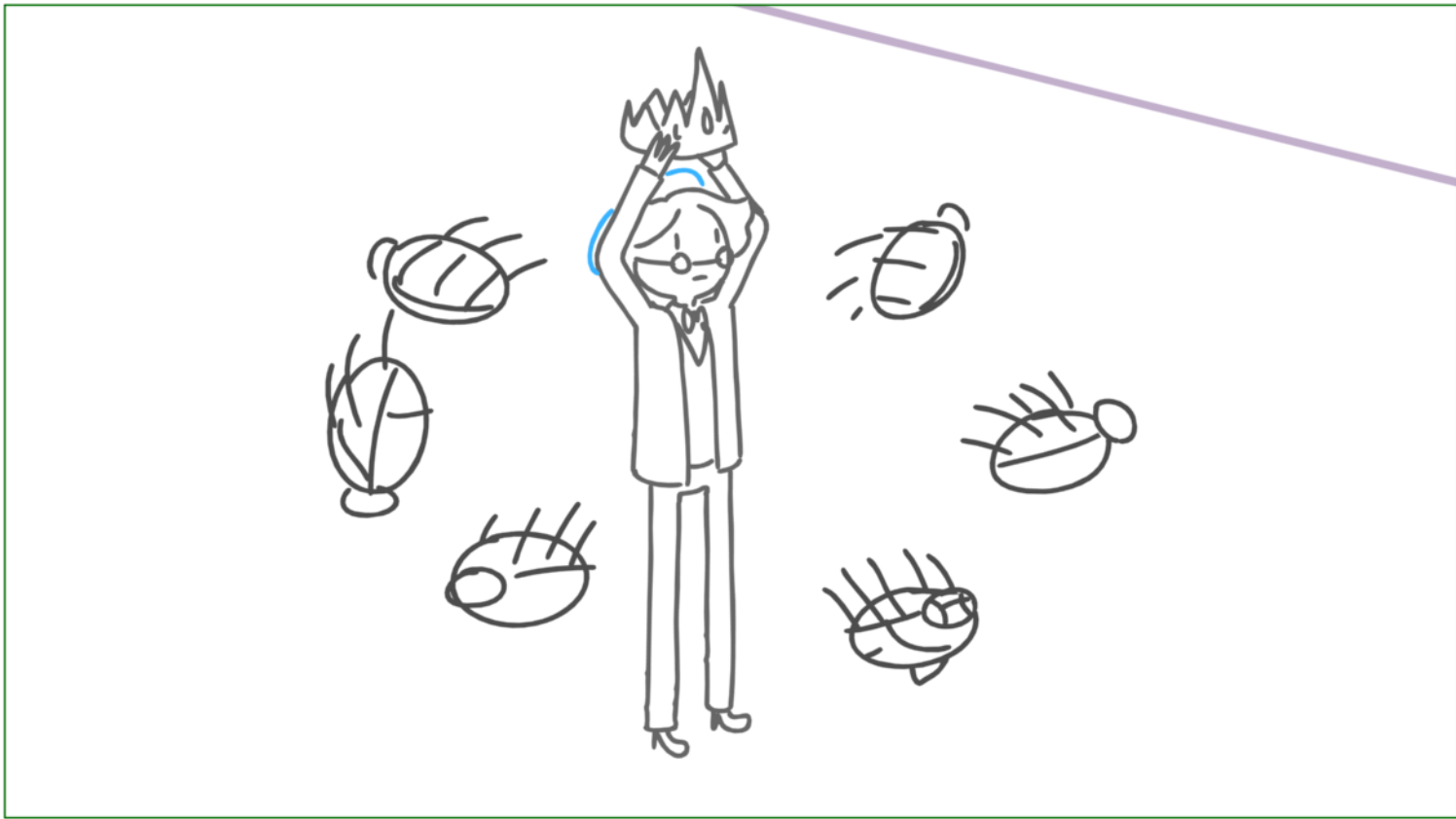


Dialog

Action Notes

each MINI SCARAB splits into two smaller, but identical MINI SCARABS.  
MINI SCARAB A splits into two, one with crystal tool in its back, one without.

Scene	Feet : Frames	Panel / Total	Feet : Frames
116	00:06	5 / 6	00:01

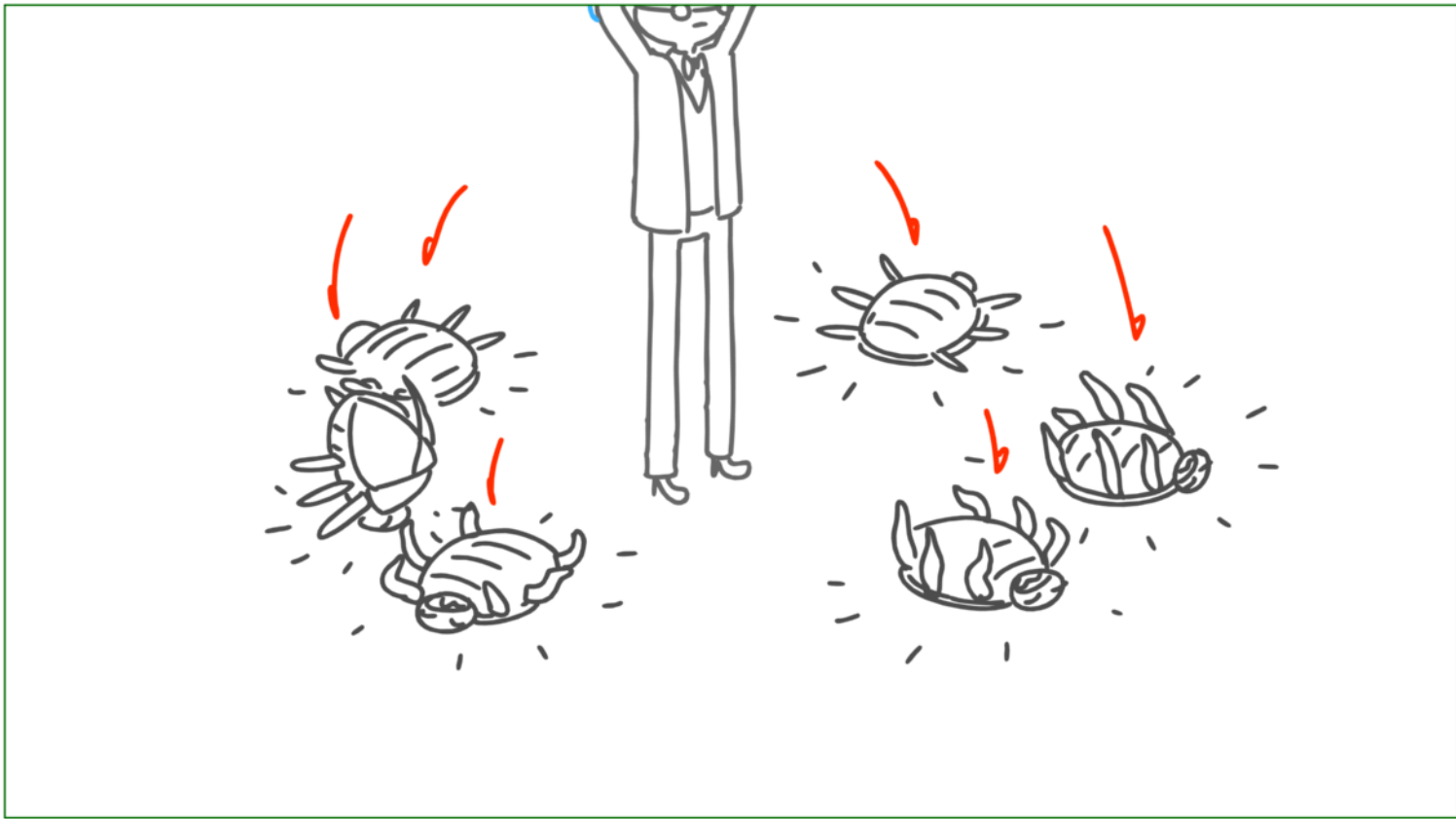


Dialog

Action Notes

CAM ADJ as MINI SCARABS fall

Scene	Feet : Frames	Panel / Total	Feet : Frames
116	00:06	6 / 6	00:01

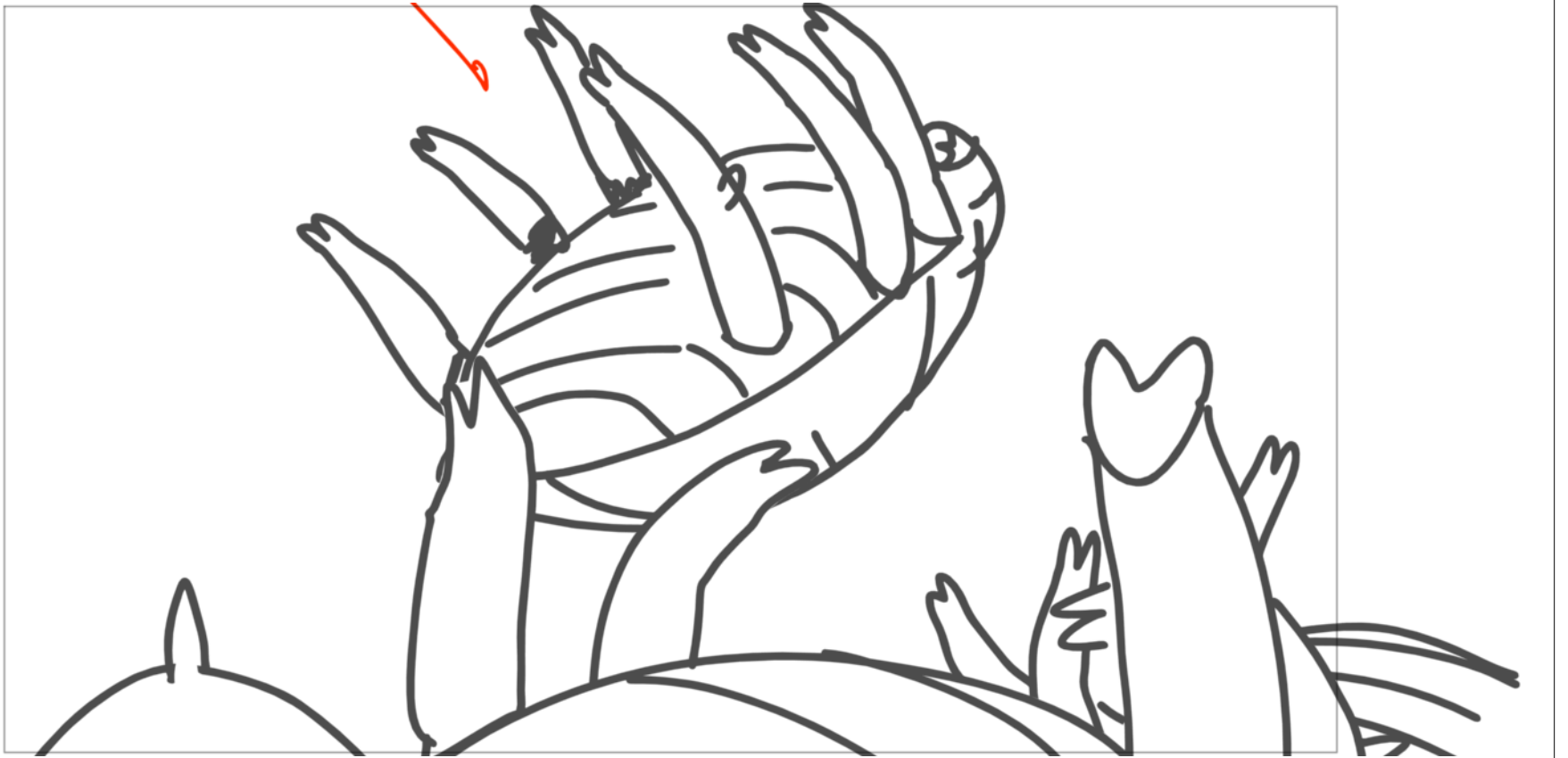


Dialog

Action Notes

the land on the ground

Scene	Feet : Frames	Panel / Total	Feet : Frames
117	00:07	1 / 7	00:01



Dialog

Action Notes

MINI SCARABS on their backs kick their legs.  
one falls to the ground

Scene	Feet : Frames	Panel / Total	Feet : Frames
117	00:07	2 / 7	00:01



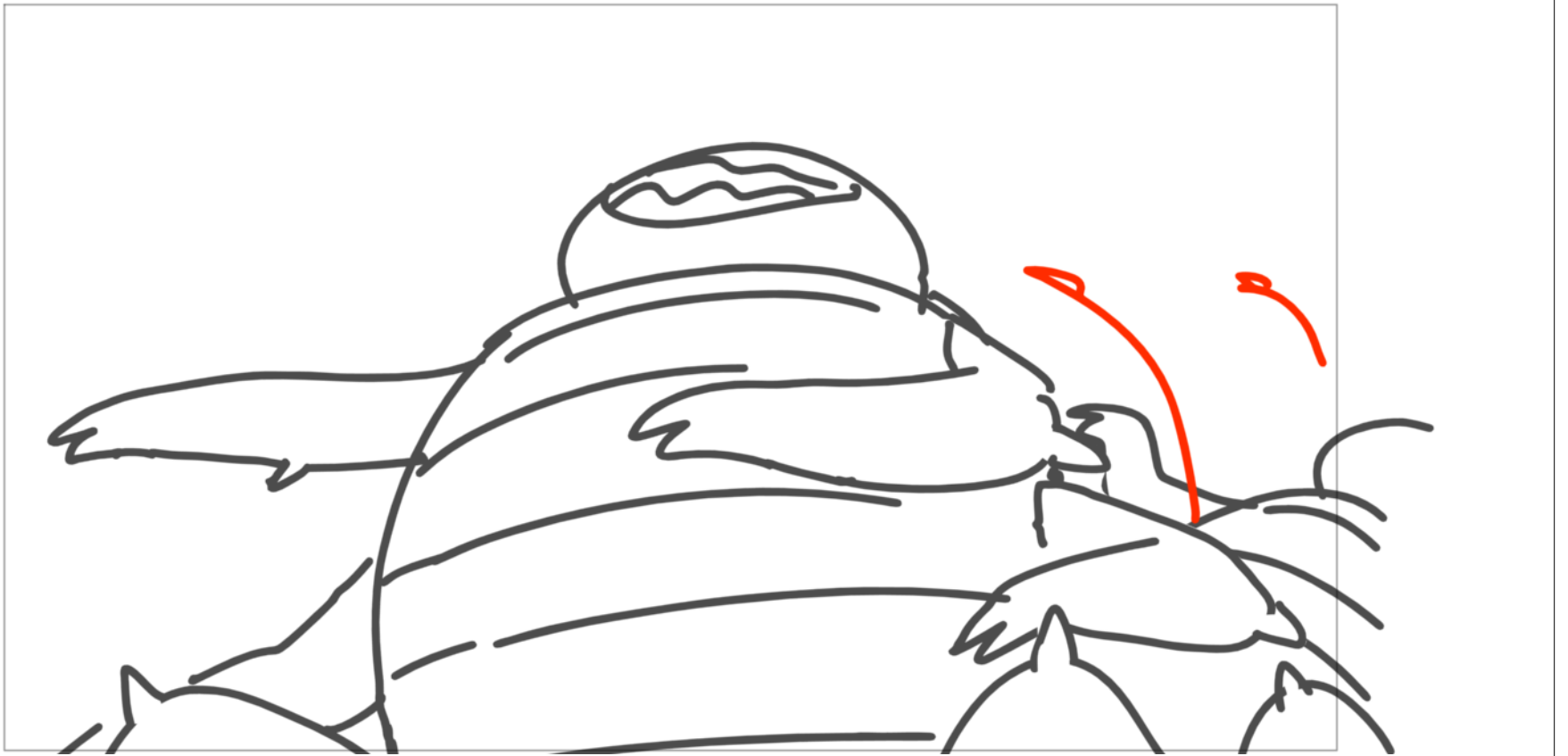
Dialog

Action Notes

it lands



Scene	Feet : Frames	Panel / Total	Feet : Frames
117	00:07	3 / 7	00:01



Dialog

Action Notes

two MINI SCARABS haul themselves up

Scene	Feet : Frames	Panel / Total	Feet : Frames
117	00:07	4 / 7	00:01

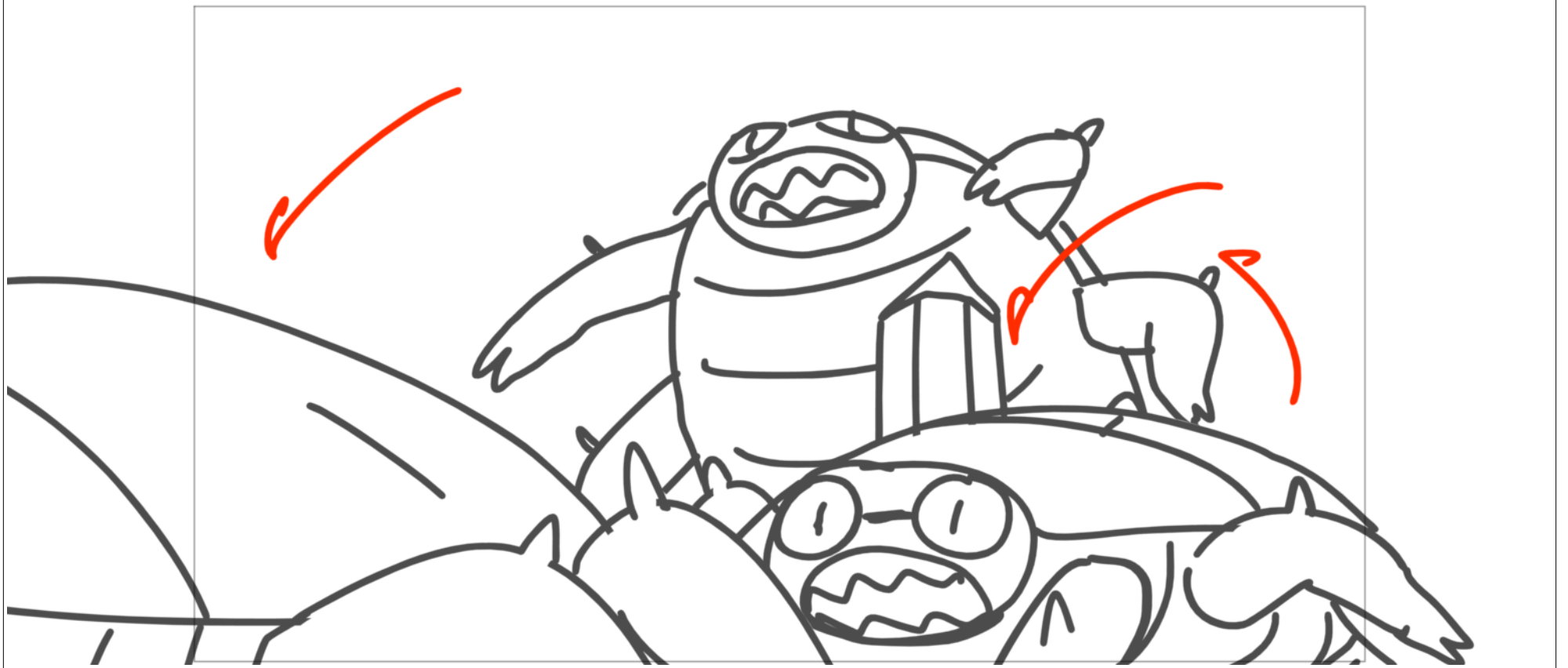


Dialog

MINI SCARABS:  
(screech!)

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
117	00:07	5 / 7	00:01



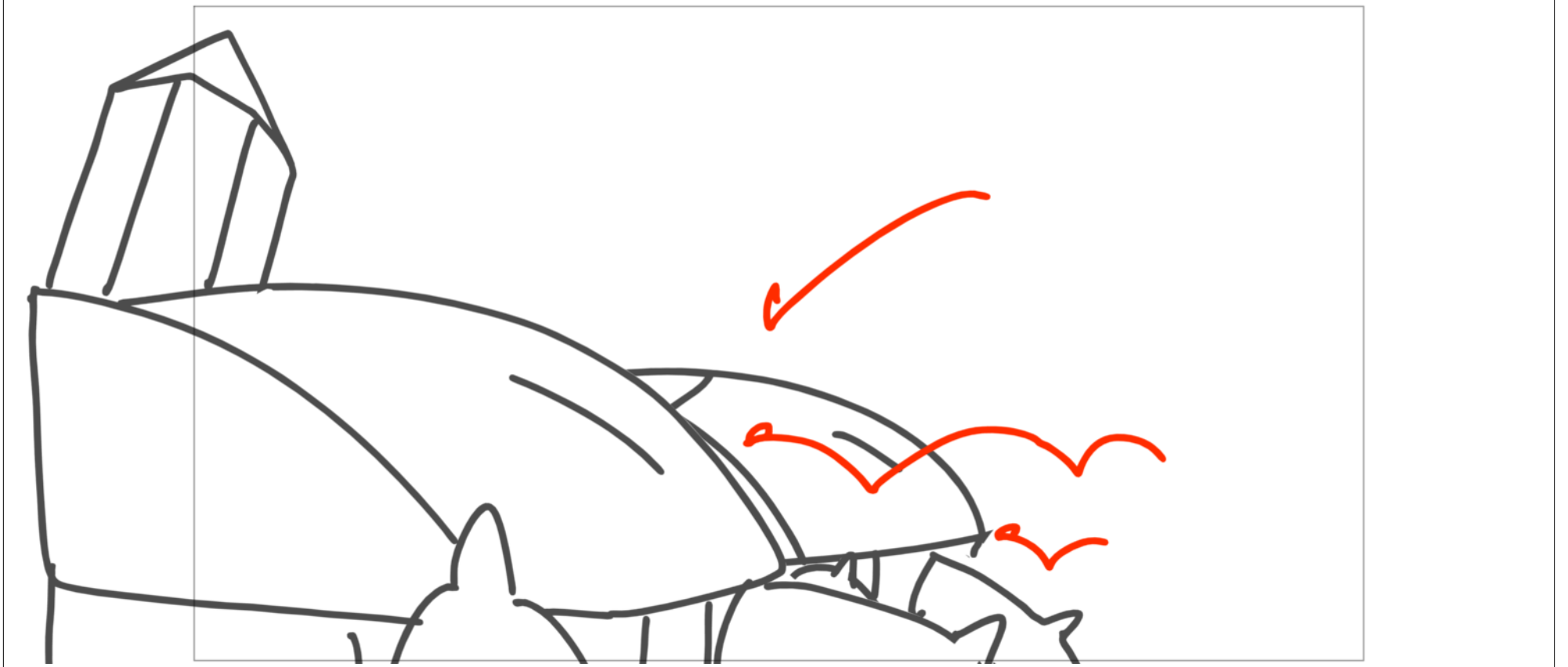
Dialog

MINI SCARABS:  
(screech!)

Action Notes

MINI SCARABS run forward  
the third MS flips itself over

Scene	Feet : Frames	Panel / Total	Feet : Frames
117	00:07	6 / 7	00:01



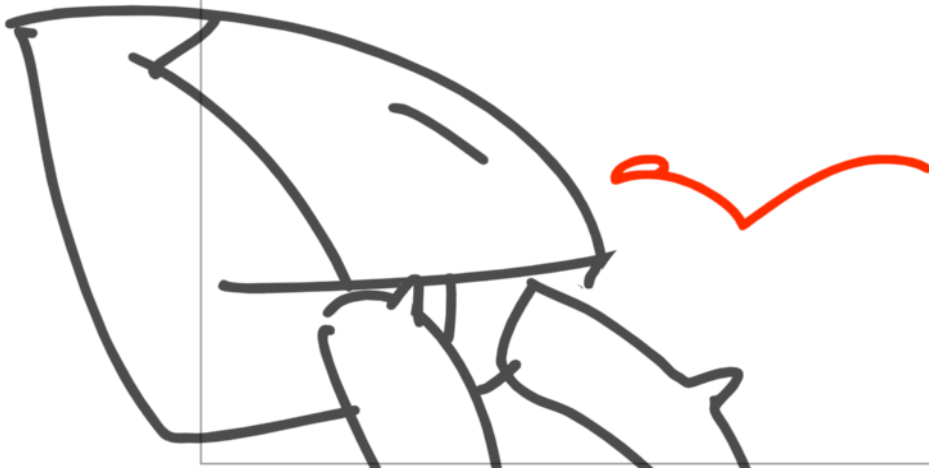
Dialog

MINI SCARABS:  
(screech!)

Action Notes

MINI SCARABS run OUT

Scene	Feet : Frames	Panel / Total	Feet : Frames
117	00:07	7 / 7	00:01

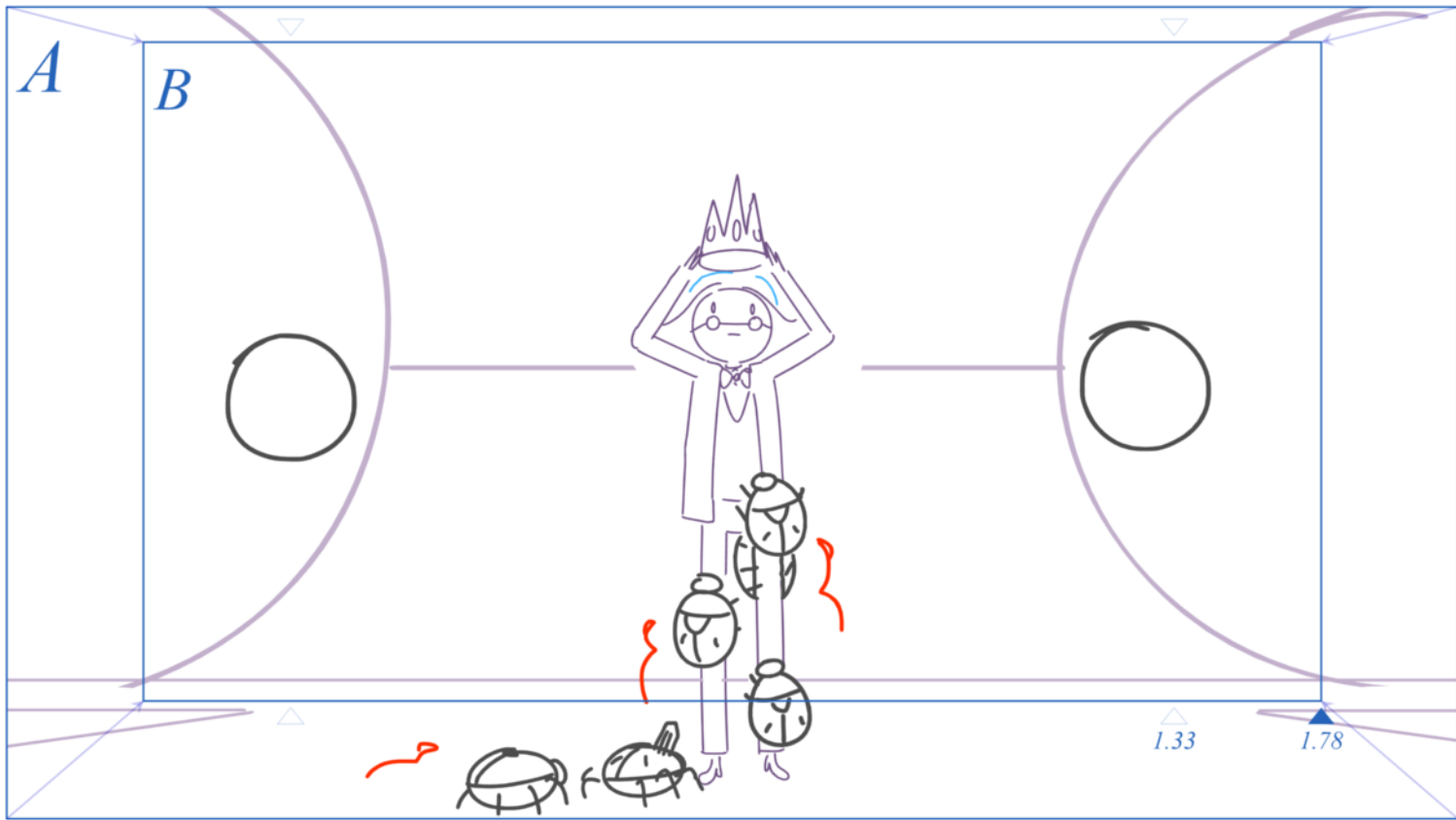


Dialog

MINI SCARABS:  
(screech!)

Action Notes

Scene Layout	Feet : Frames
118	00:06

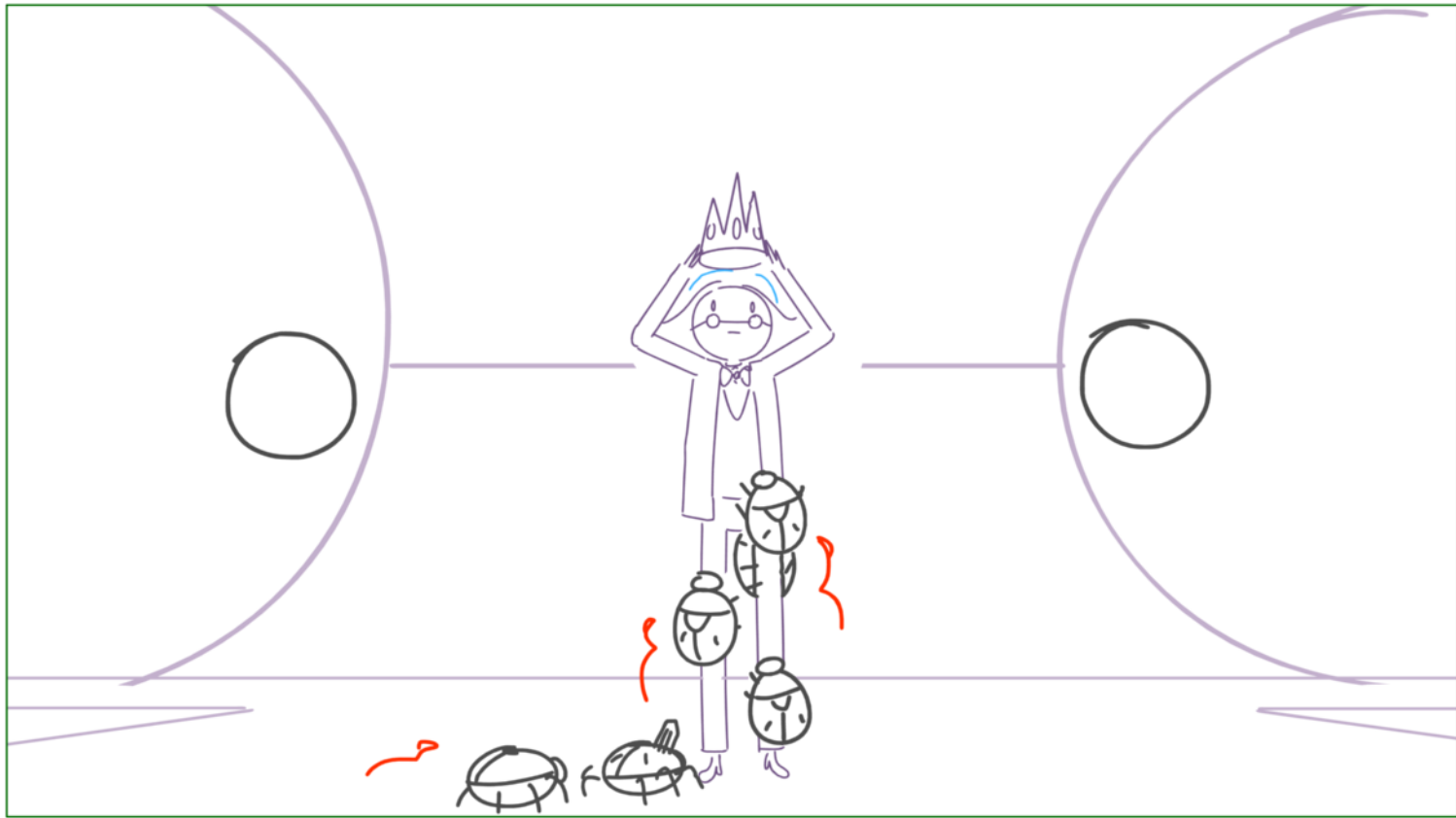


Dialog

Action Notes

the MINI SCARABS run to and up SIMON's legs

Scene	Feet : Frames	Panel / Total	Feet : Frames
118	00:06	1 / 6	00:01

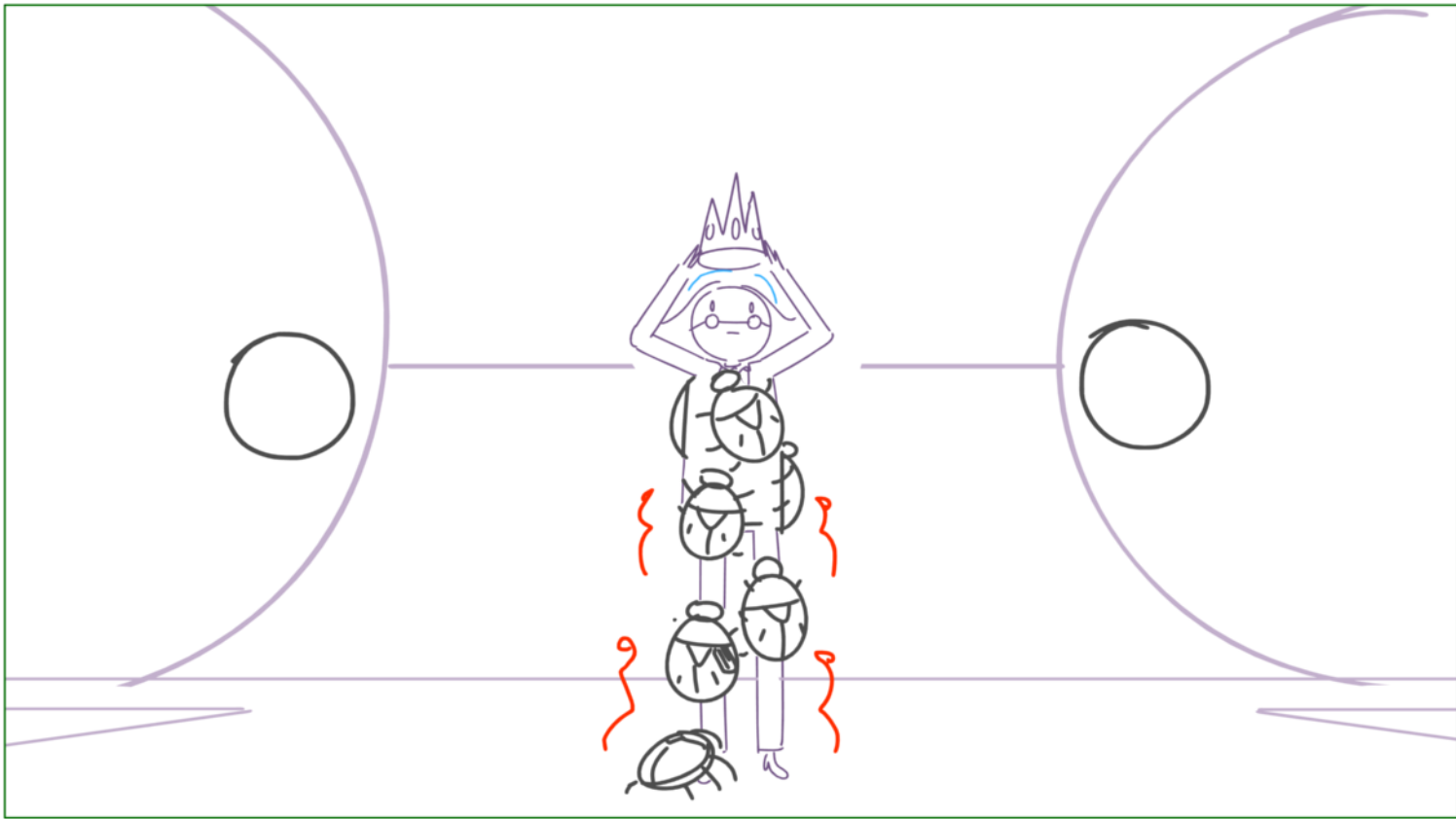


Dialog

Action Notes

the MINI SCARABS run to and up SIMON's legs

Scene	Feet : Frames	Panel / Total	Feet : Frames
118	00:06	2 / 6	00:01

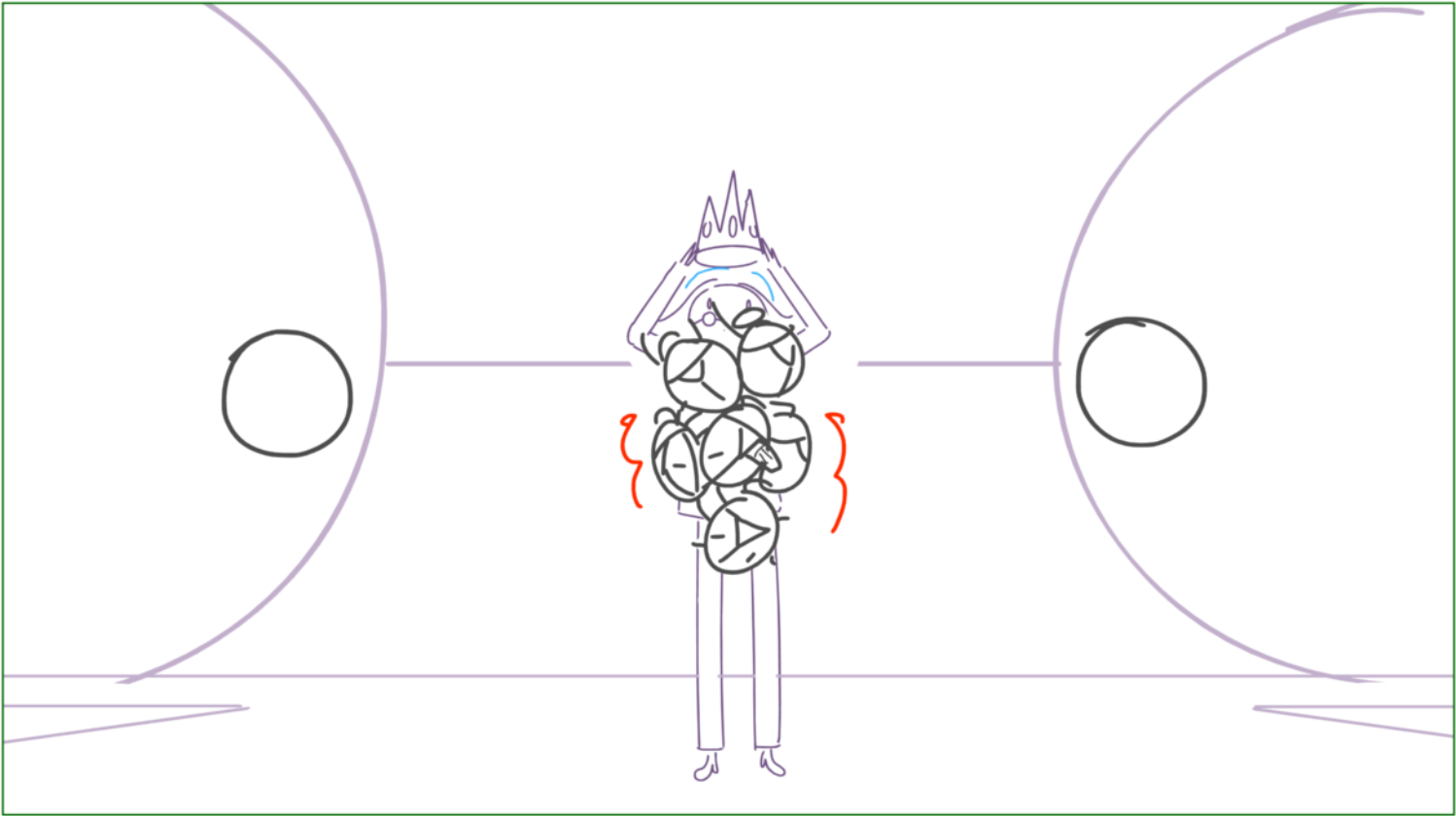


Dialog

Action Notes



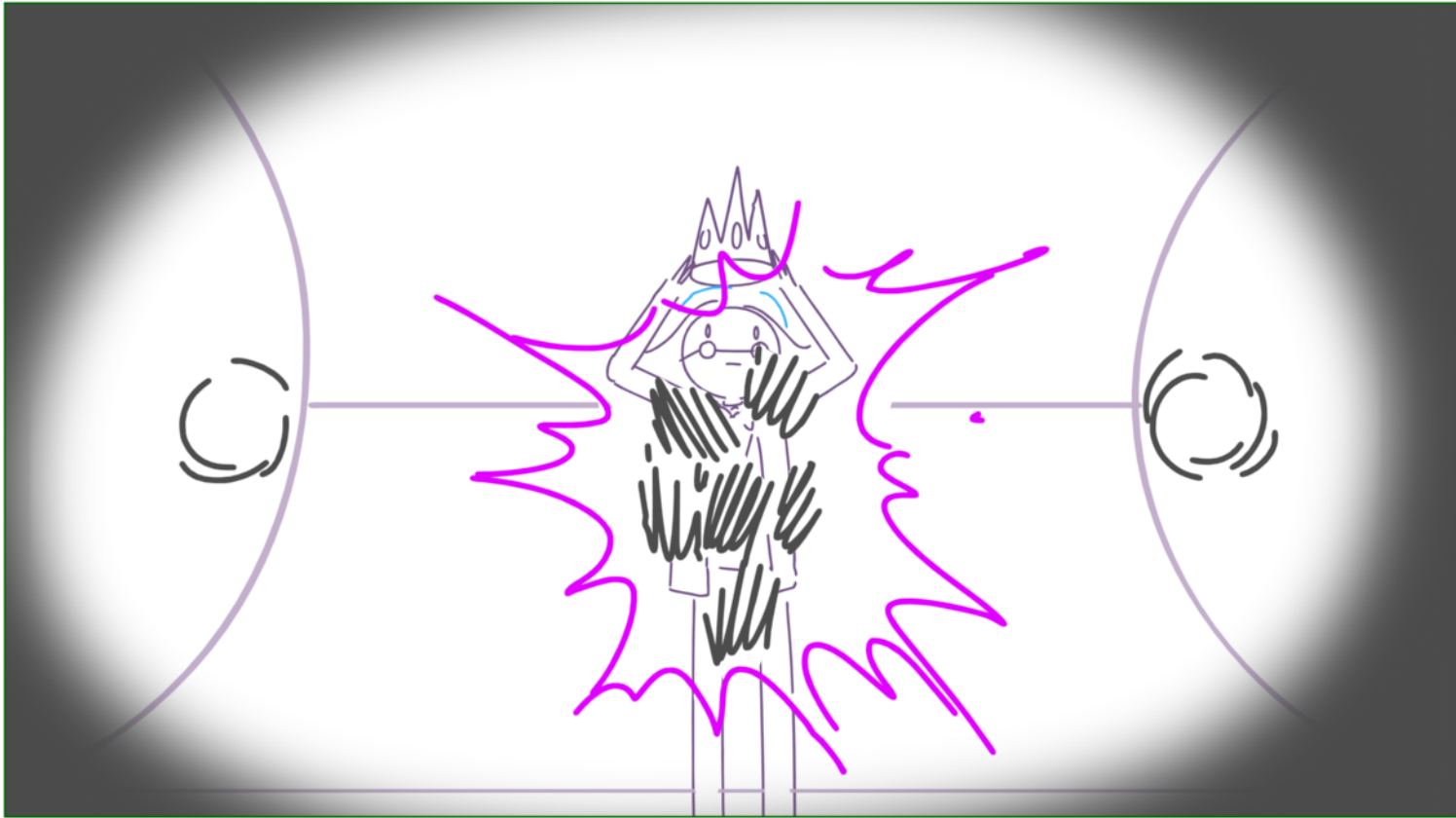
Scene	Feet : Frames	Panel / Total	Feet : Frames
118	00:06	3 / 6	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
118	00:06	4 / 6	00:01

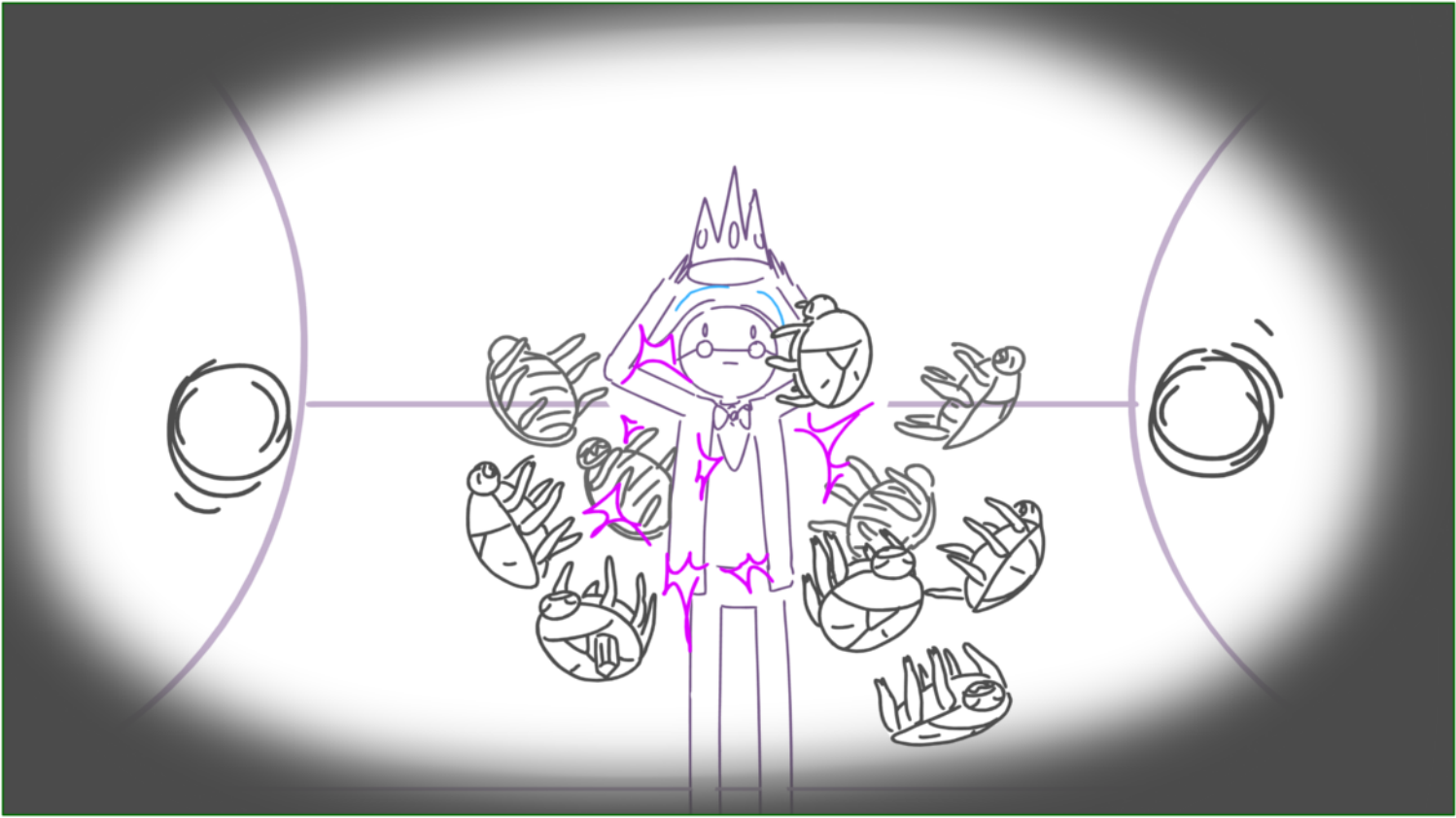


Dialog

Action Notes

SNAP CAM TRK IN  
 GOLB's eyes vibrate  
 flash of GOLB ENERGY. THE MS's are silhouetted in the flash

Scene	Feet : Frames	Panel / Total	Feet : Frames
118	00:06	5 / 6	00:01

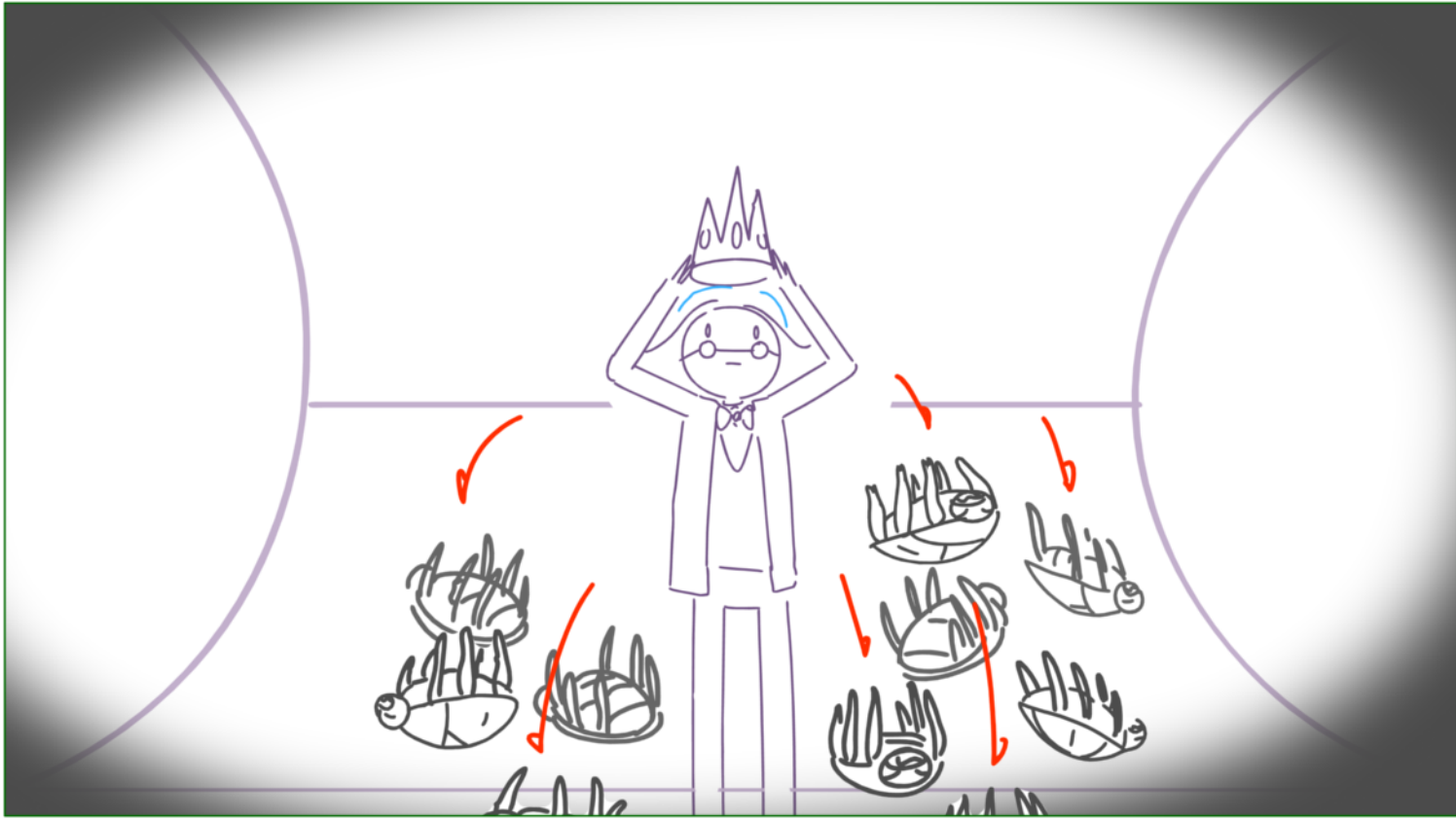


Dialog

Action Notes

The bugs divide into two again (12 total)

Scene	Feet : Frames	Panel / Total	Feet : Frames
118	00:06	6 / 6	00:01



Dialog

Action Notes

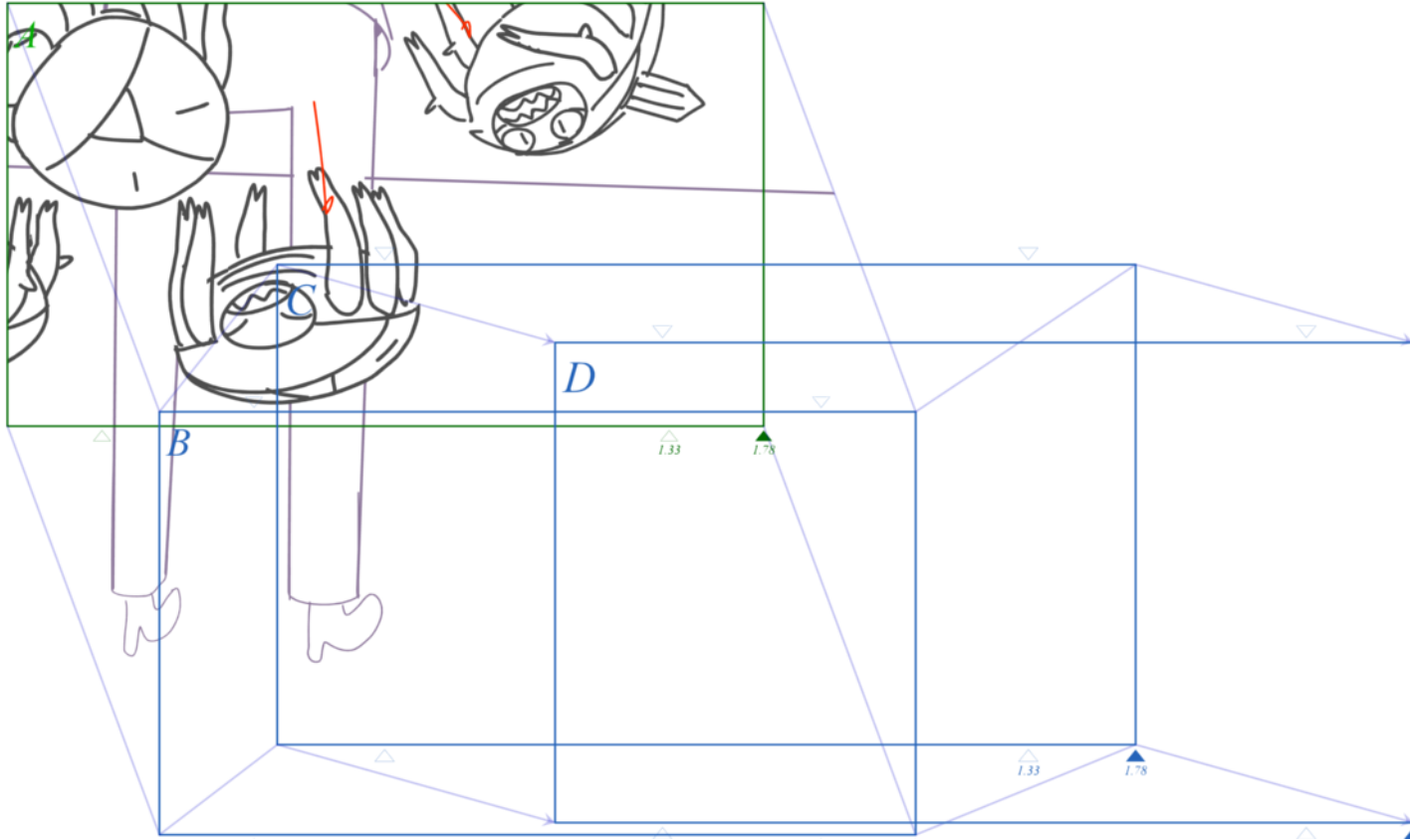
they fall

Scene Layout

119

Feet : Frames

00:06

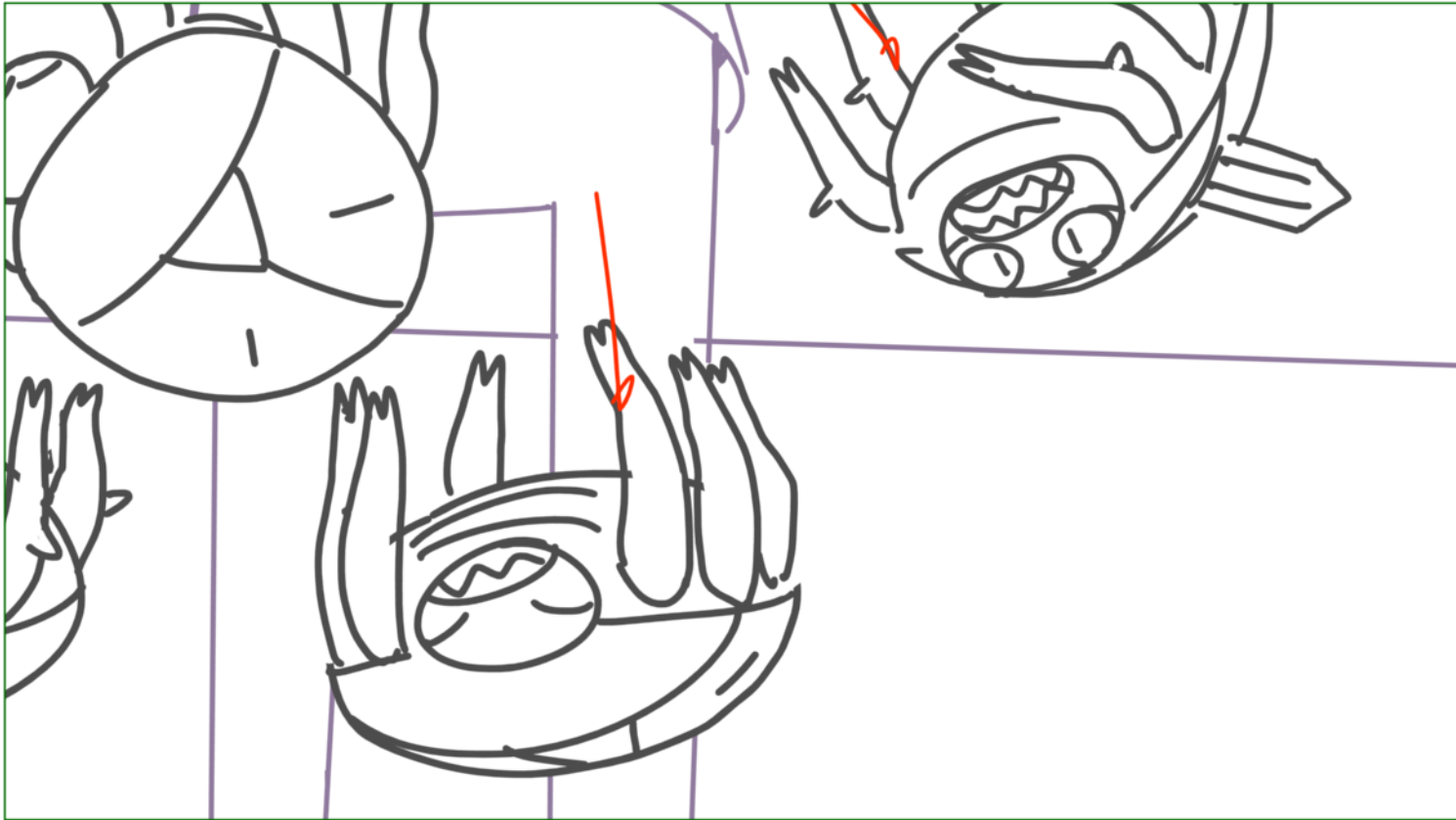


Dialog

Action Notes

CAM ADJ south as MINI SCARAB fall to the ground

Scene	Feet : Frames	Panel / Total	Feet : Frames
119	00:06	1 / 6	00:01

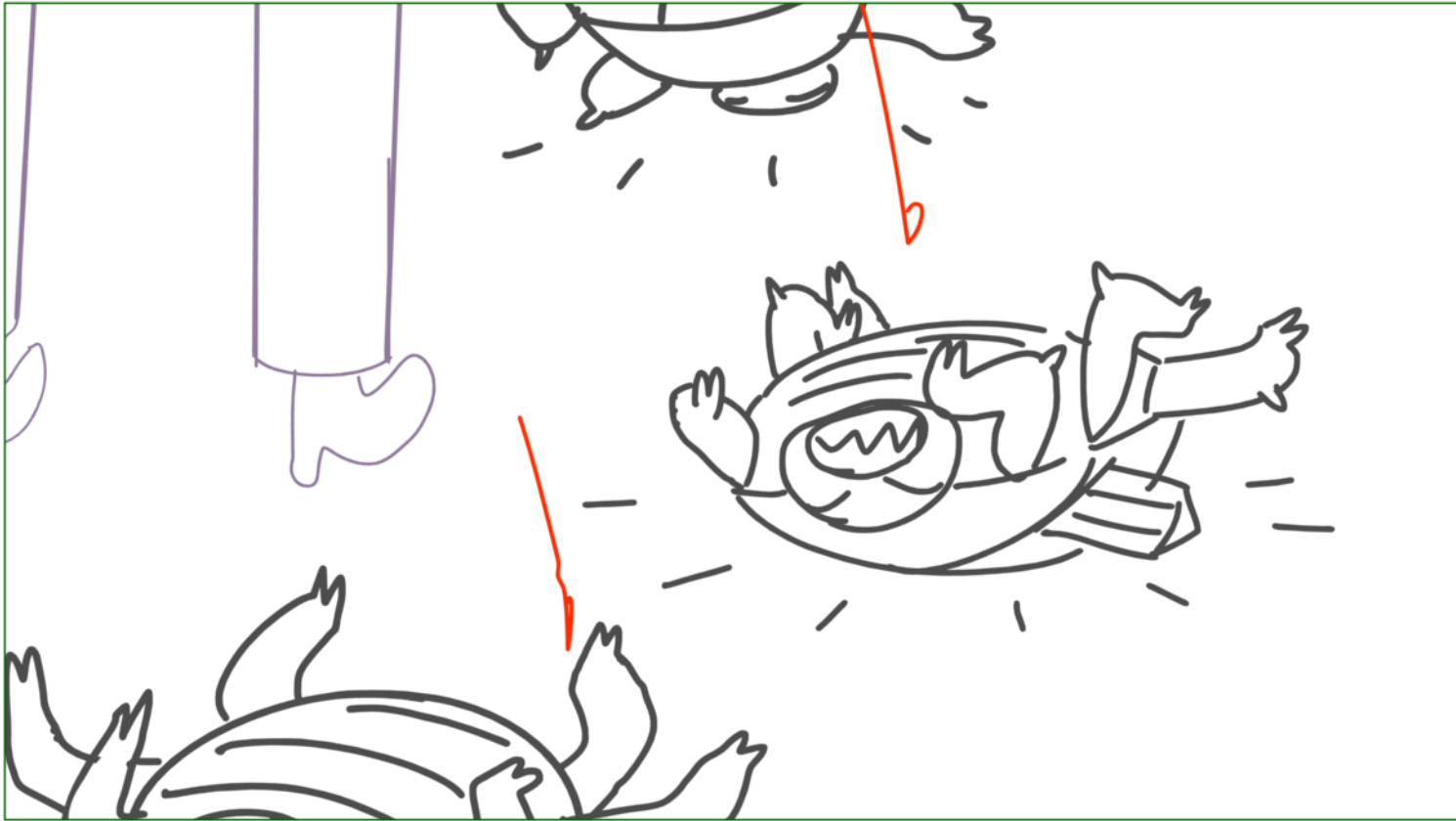


Dialog

Action Notes

CAM ADJ south as MINI SCARAB fall to the ground

Scene	Feet : Frames	Panel / Total	Feet : Frames
119	00:06	2 / 6	00:01

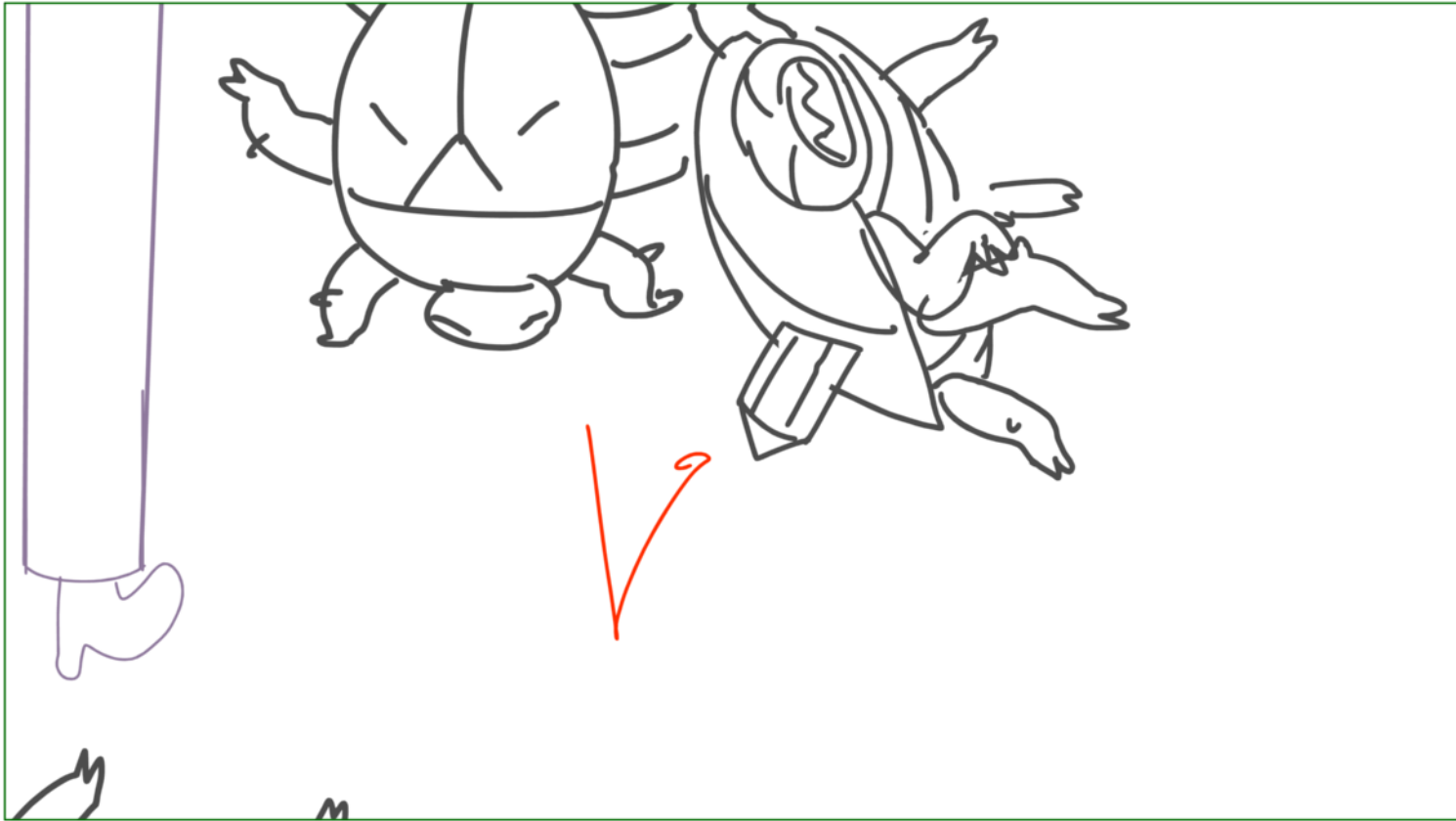


Dialog

Action Notes

CAM FOLLOW MINI SCARAB Aaa

Scene	Feet : Frames	Panel / Total	Feet : Frames
119	00:06	3 / 6	00:01



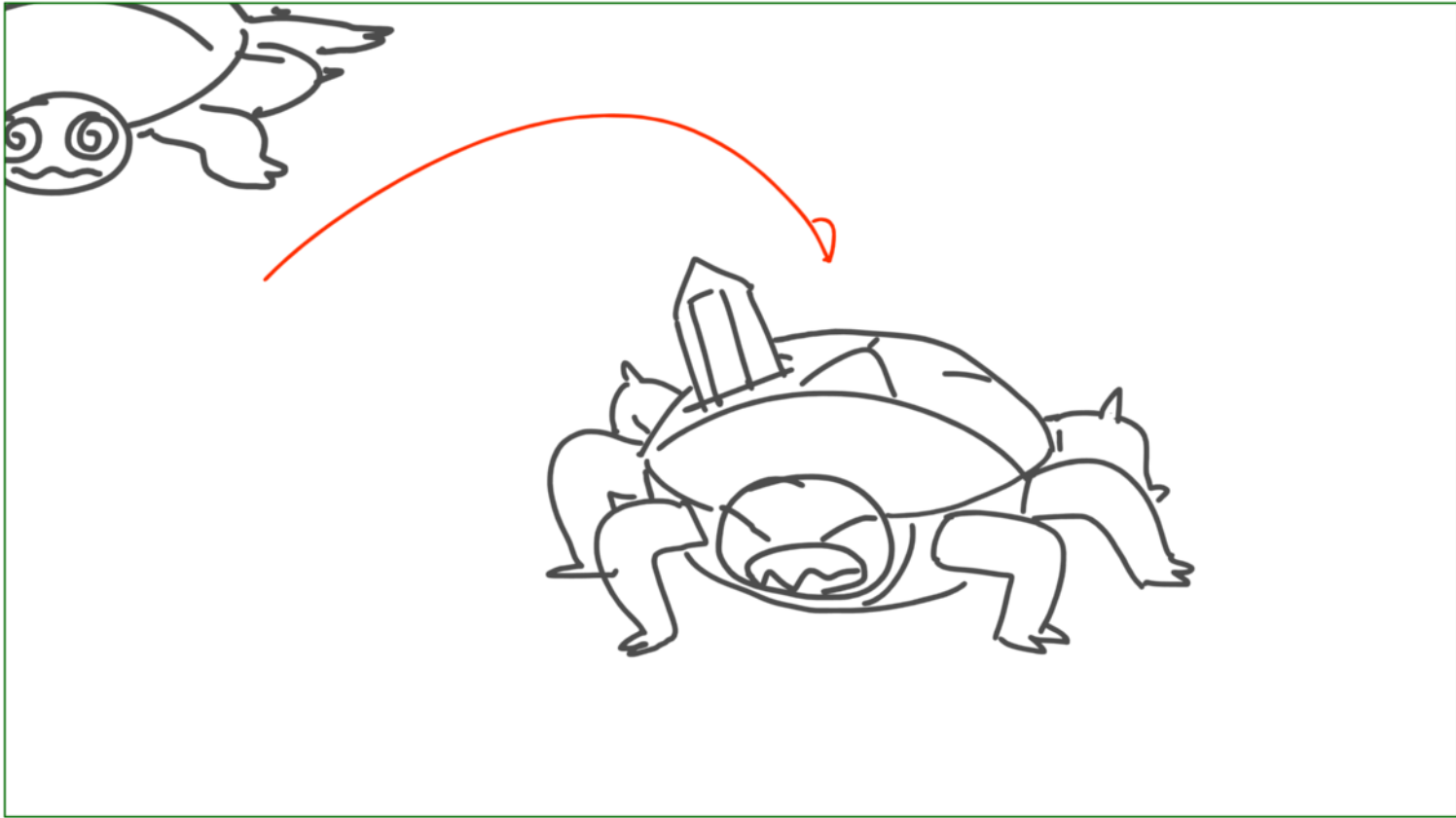
Dialog

Action Notes

MINI SCARAB Aaa bounces



Scene	Feet : Frames	Panel / Total	Feet : Frames
119	00:06	4 / 6	00:01

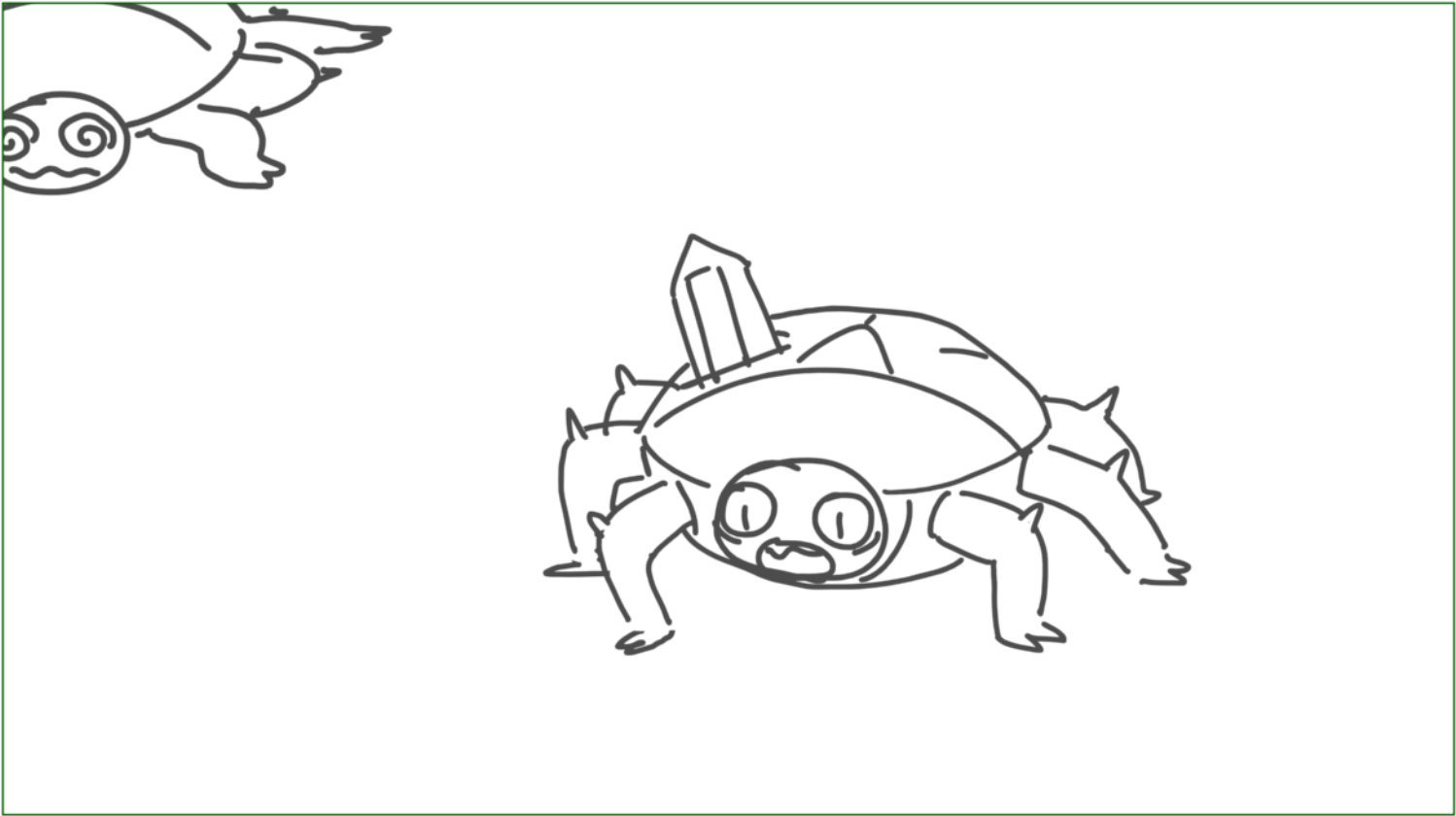


Dialog

Action Notes

CAM STOP as MINI SCARAB lands on its feet

Scene	Feet : Frames	Panel / Total	Feet : Frames
119	00:06	5 / 6	00:01

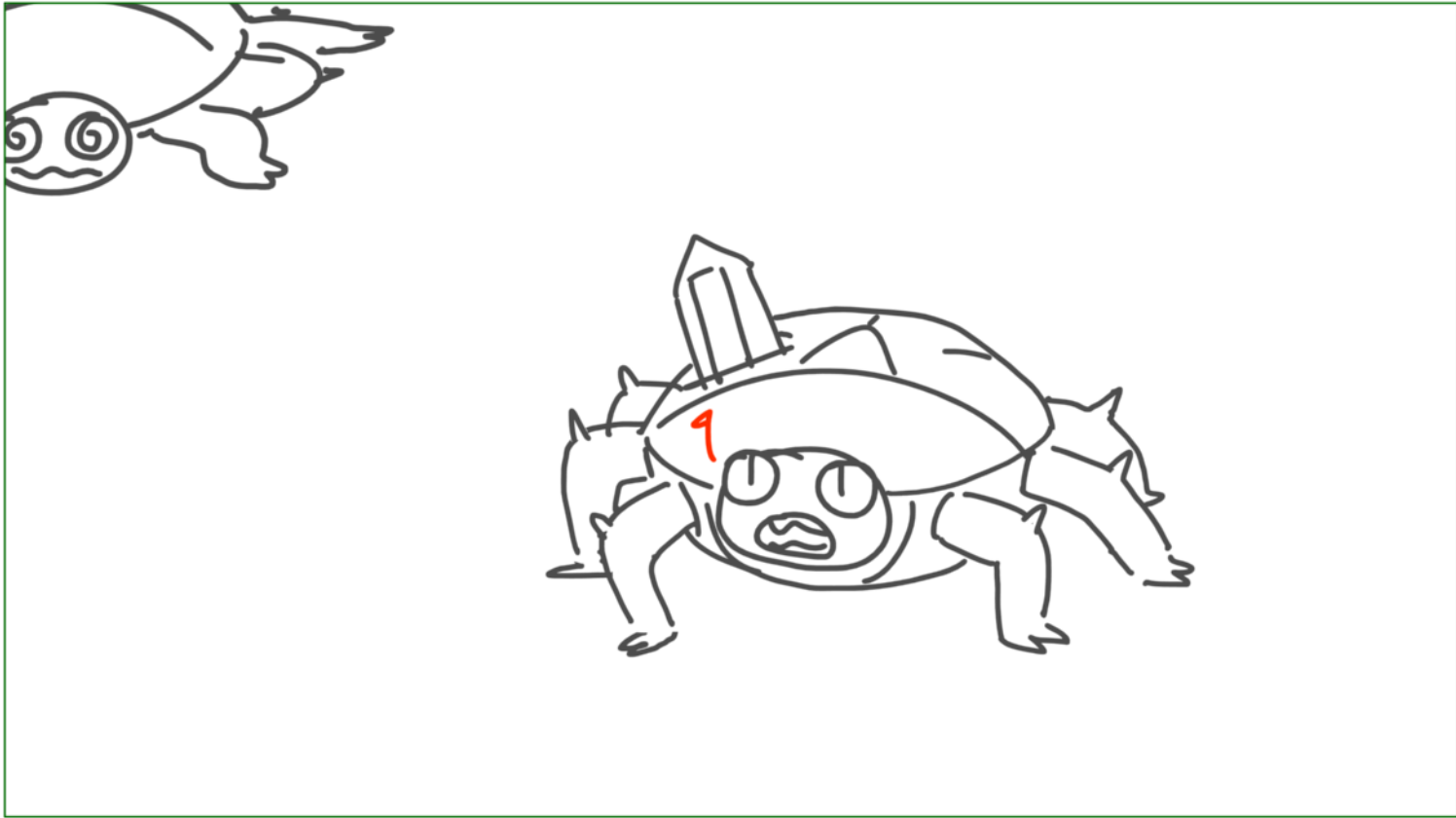


Dialog

Action Notes

it looks freaked out

Scene	Feet : Frames	Panel / Total	Feet : Frames
119	00:06	6 / 6	00:01

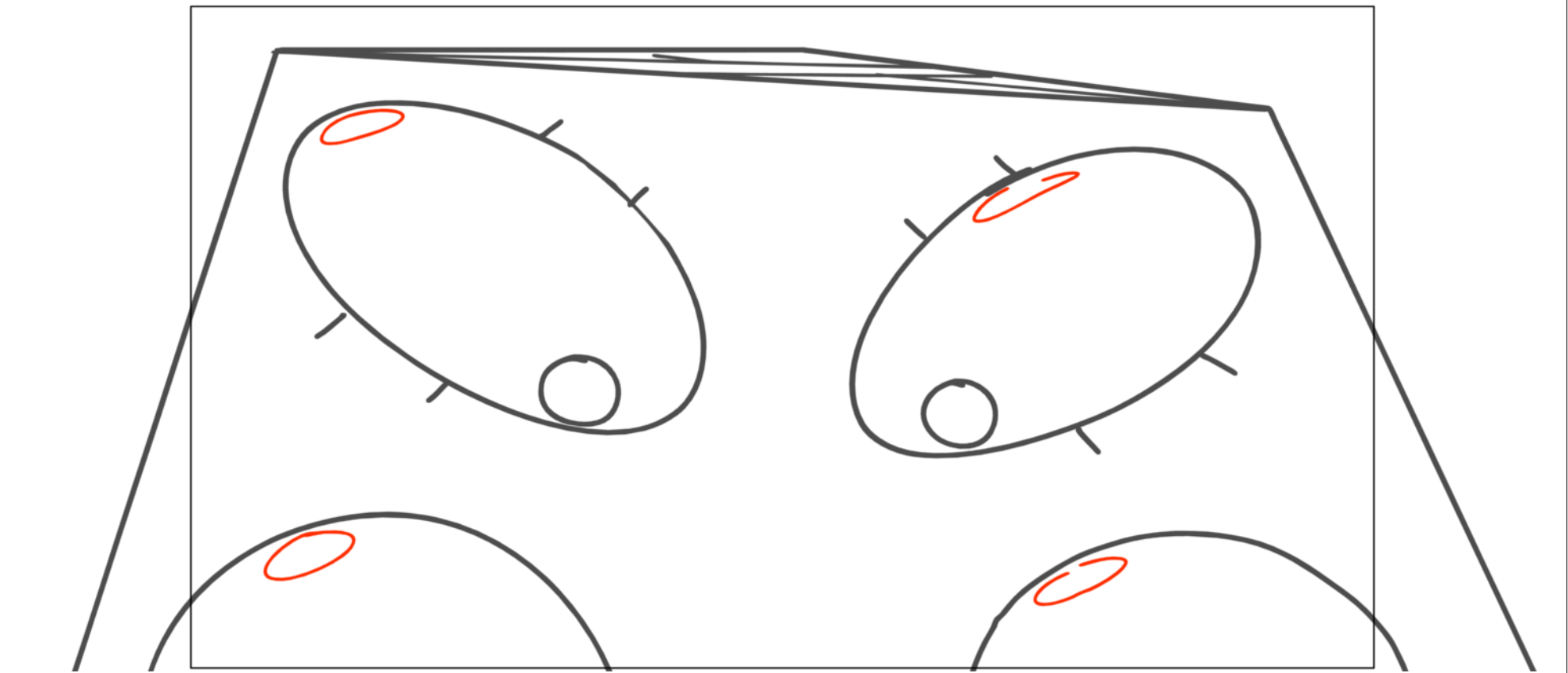


Dialog

Action Notes

it looks up to Golb O/S

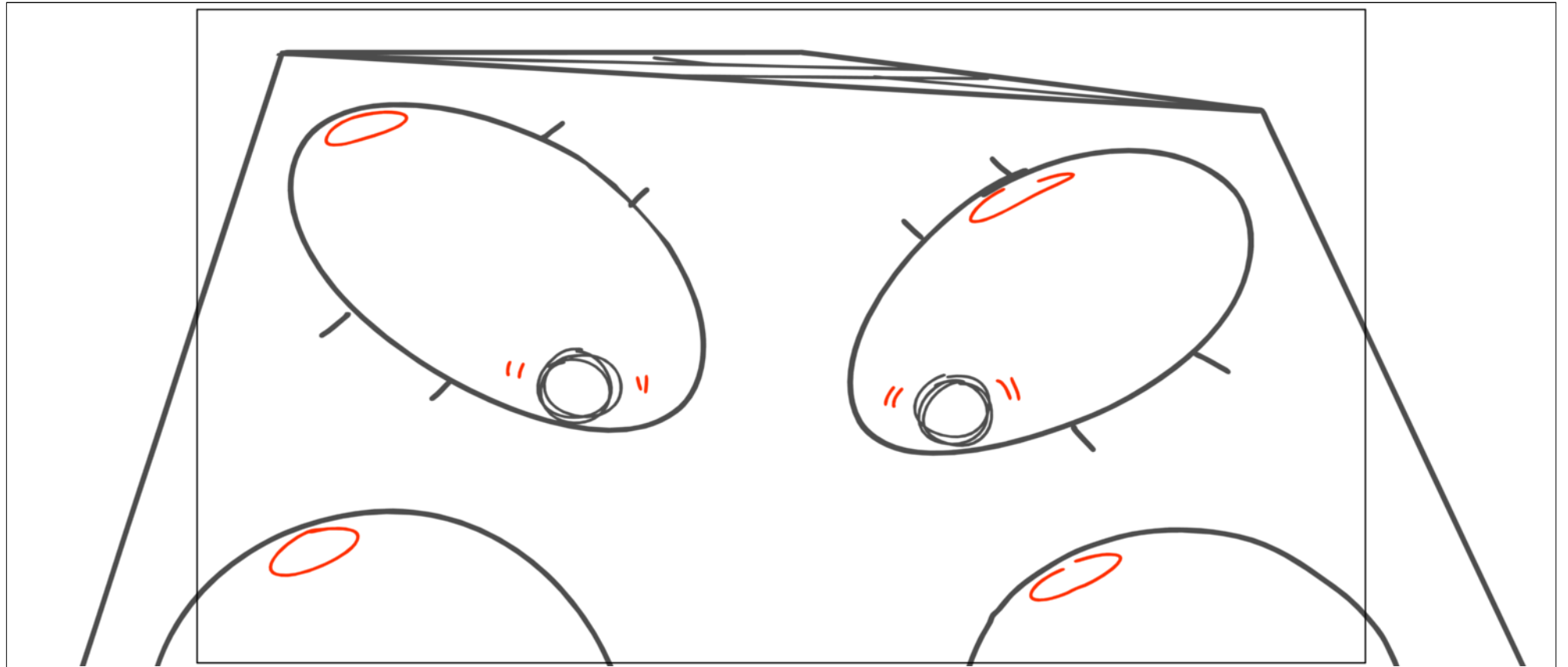
Scene	Feet : Frames	Panel / Total	Feet : Frames
120	00:02	1 / 2	00:01



Dialog

Action Notes

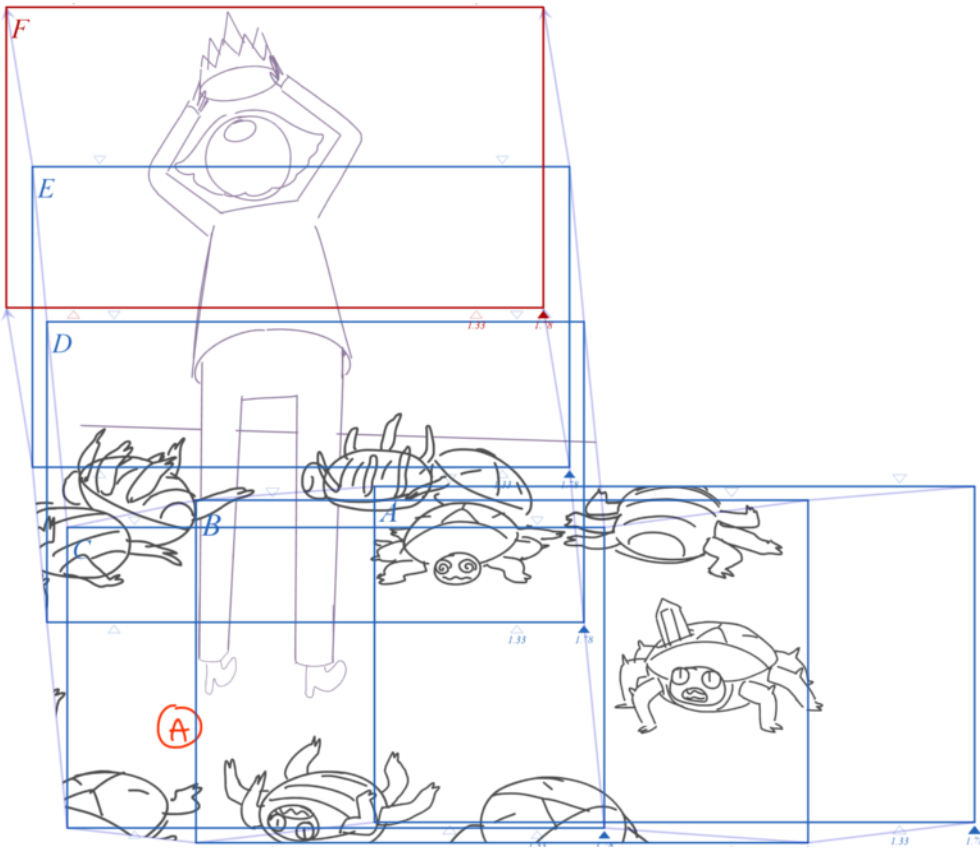
Scene	Feet : Frames	Panel / Total	Feet : Frames
120	00:02	2 / 2	00:01



Dialog

Action Notes  
GOLB's eyes vibrate

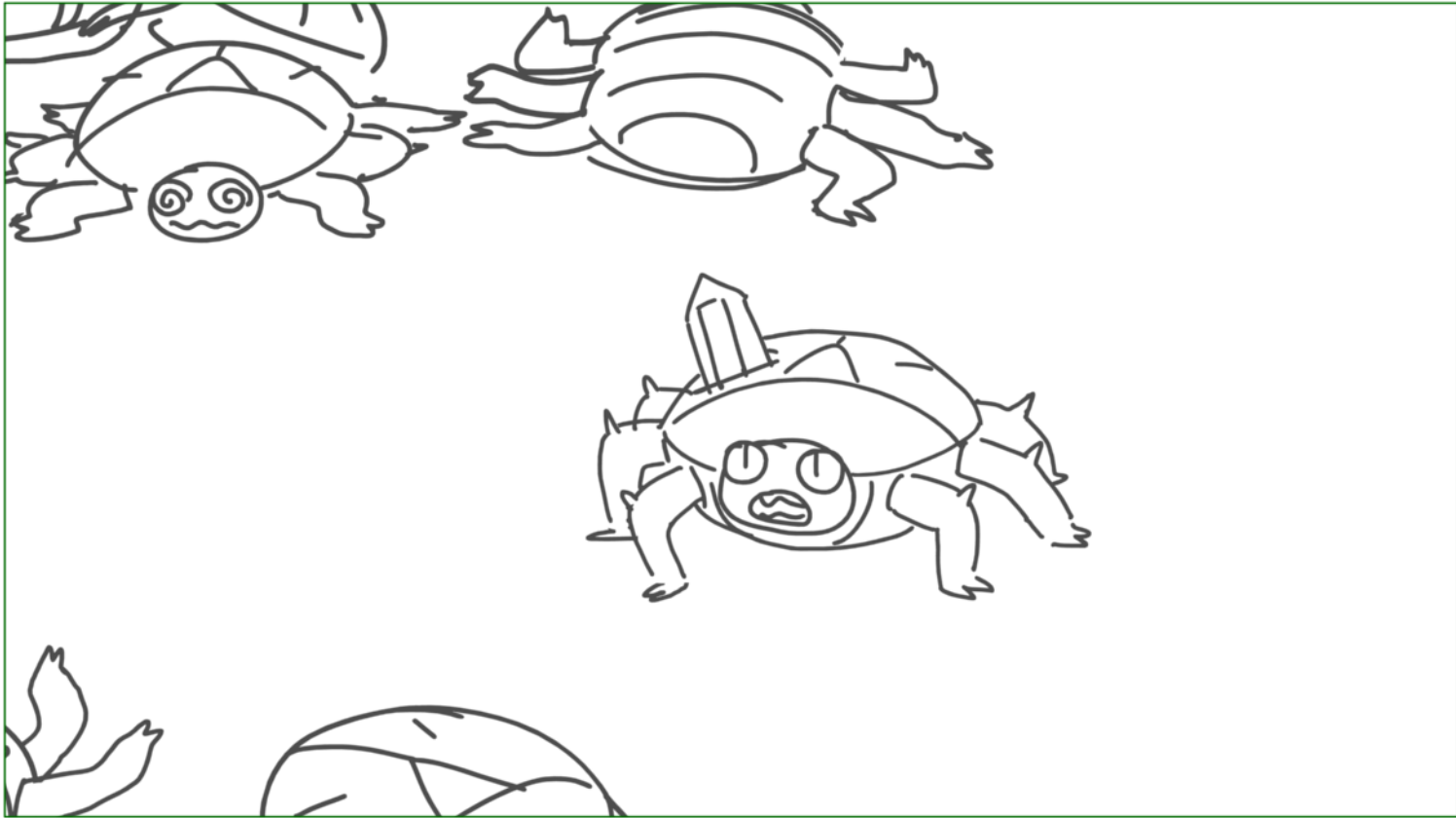
Scene Layout	Feet : Frames
121	00:08



Dialog
MINI SCARAB: (Screech!)

Action Notes
--------------

Scene	Feet : Frames	Panel / Total	Feet : Frames
121	00:08	1 / 8	00:01

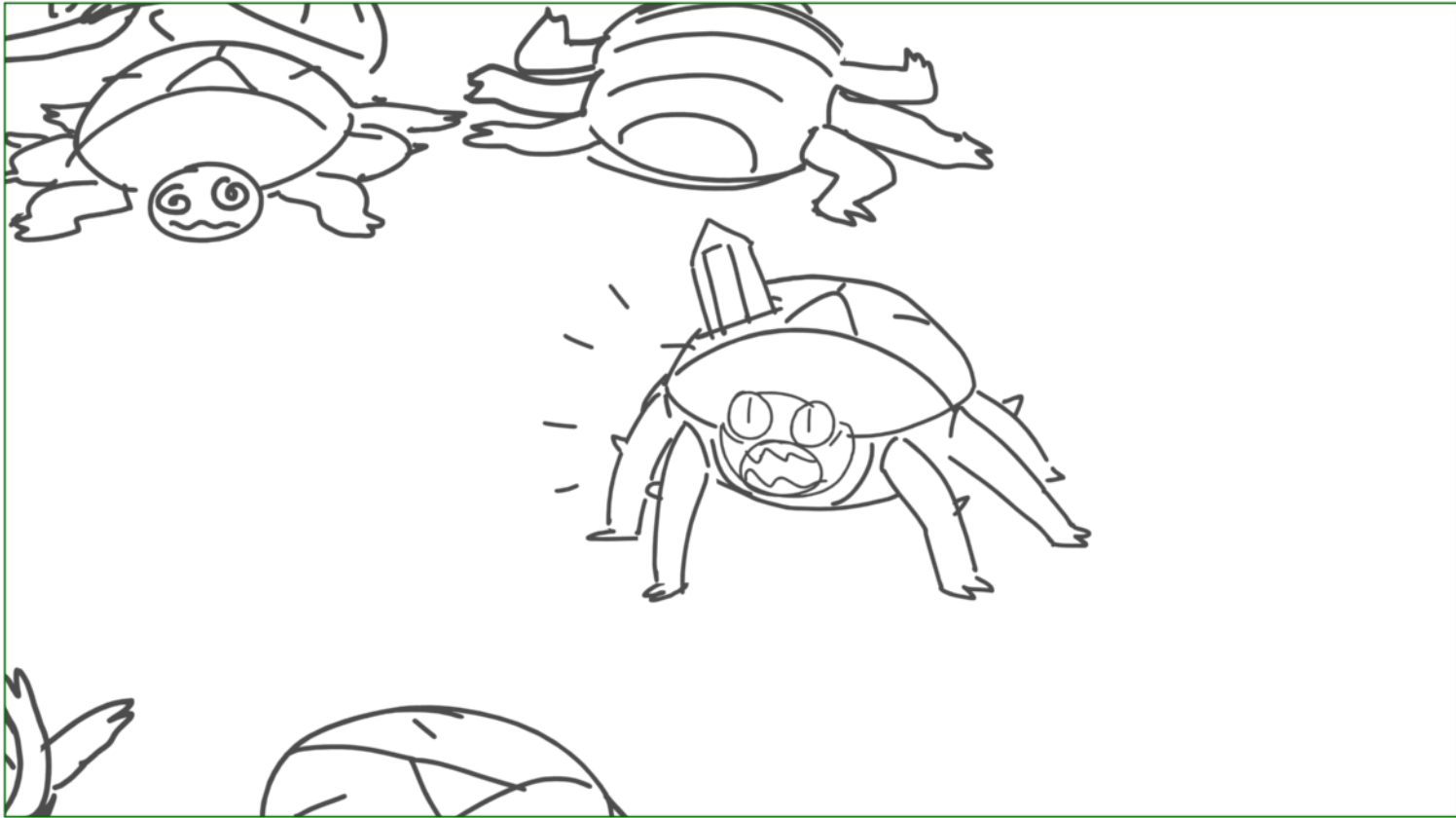


Dialog

MINI SCARAB:  
(Screech!)

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
121	00:08	2 / 8	00:01



Dialog

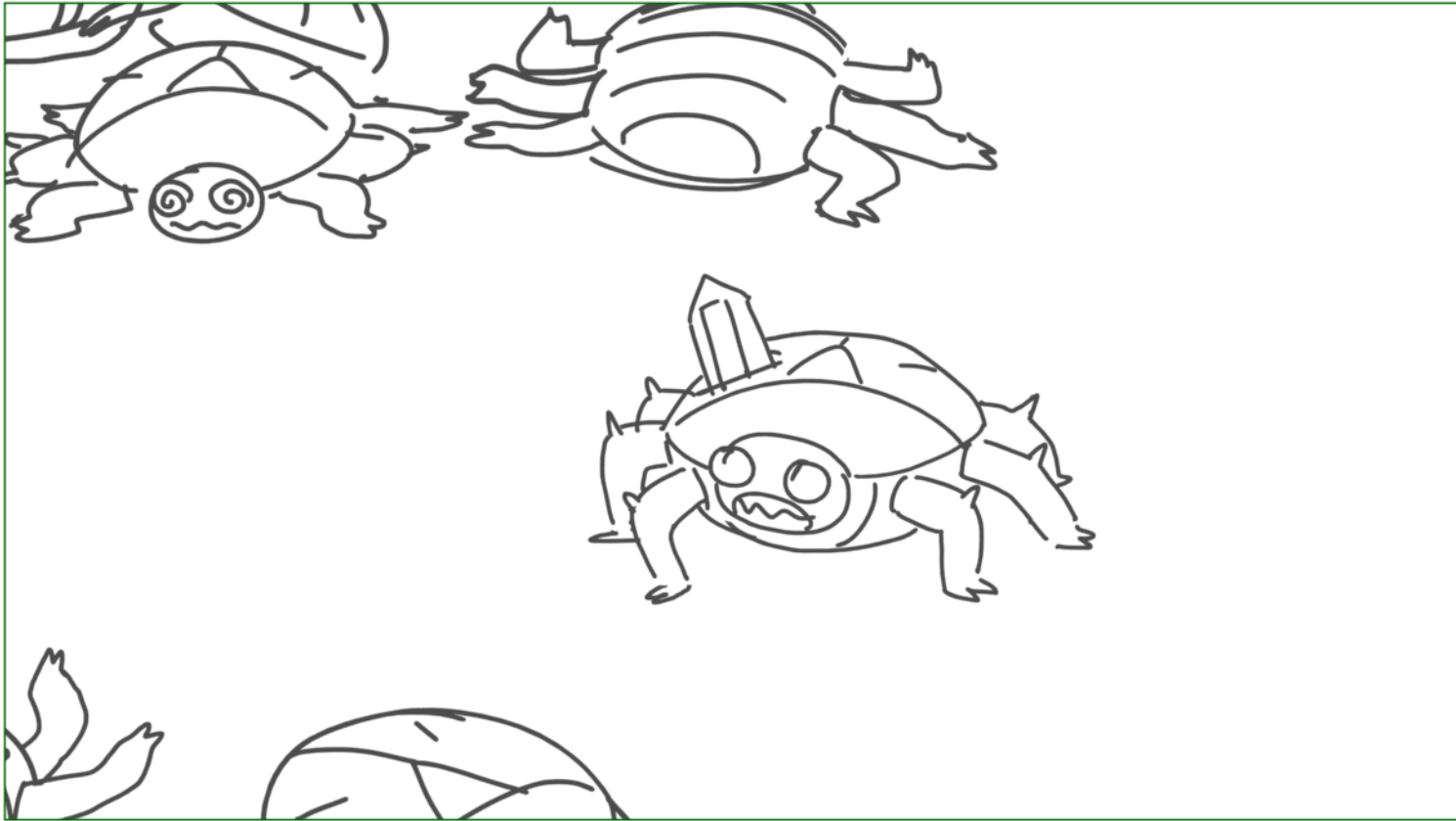
MINI SCARAB:  
(Screech!)

Action Notes

MINI SCARAB Aaa screeches, scared



Scene	Feet : Frames	Panel / Total	Feet : Frames
121	00:08	3 / 8	00:01

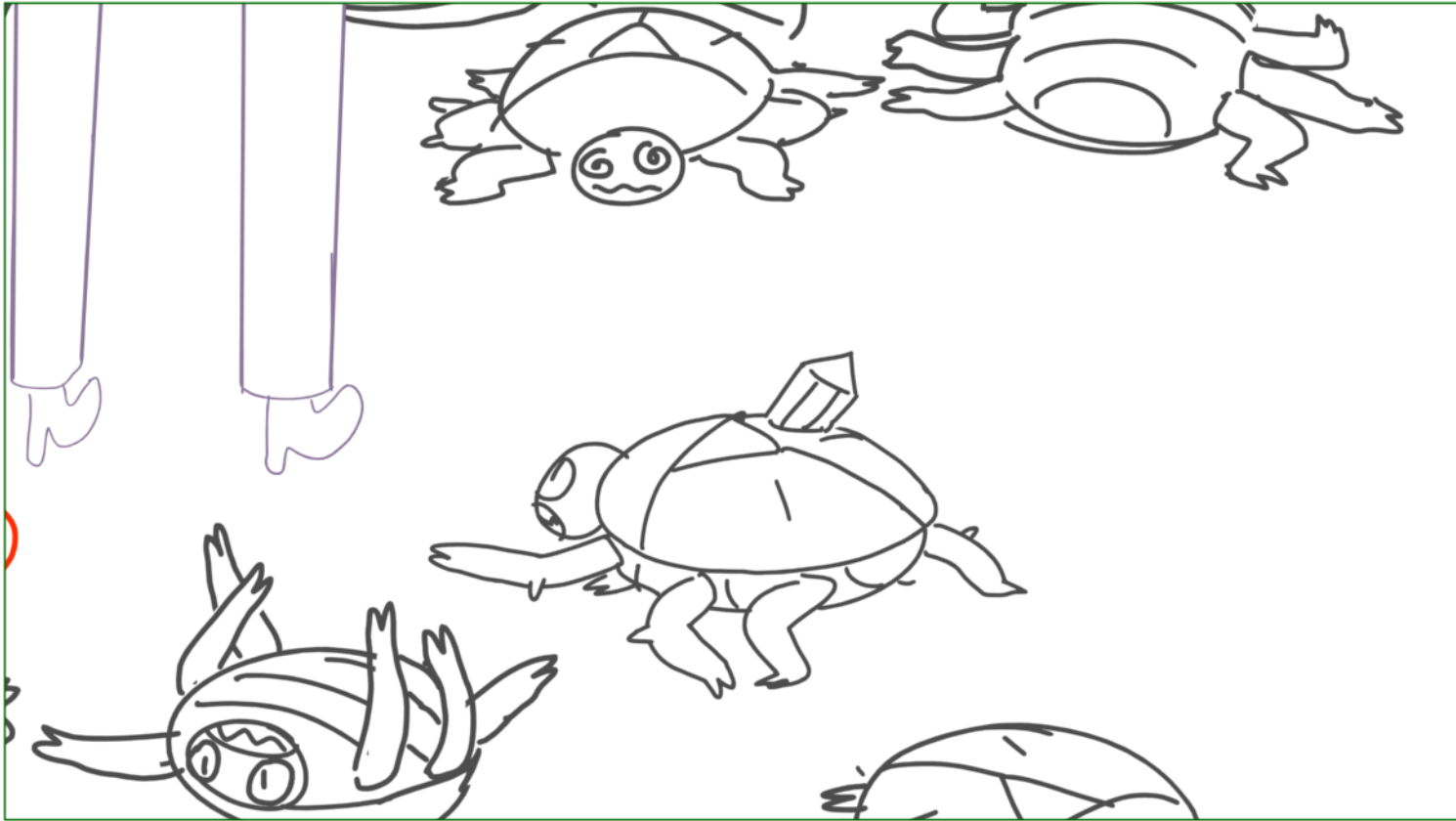


Dialog

Action Notes

it looks O/S up toward SIMON's portal

Scene	Feet : Frames	Panel / Total	Feet : Frames
121	00:08	4 / 8	00:01

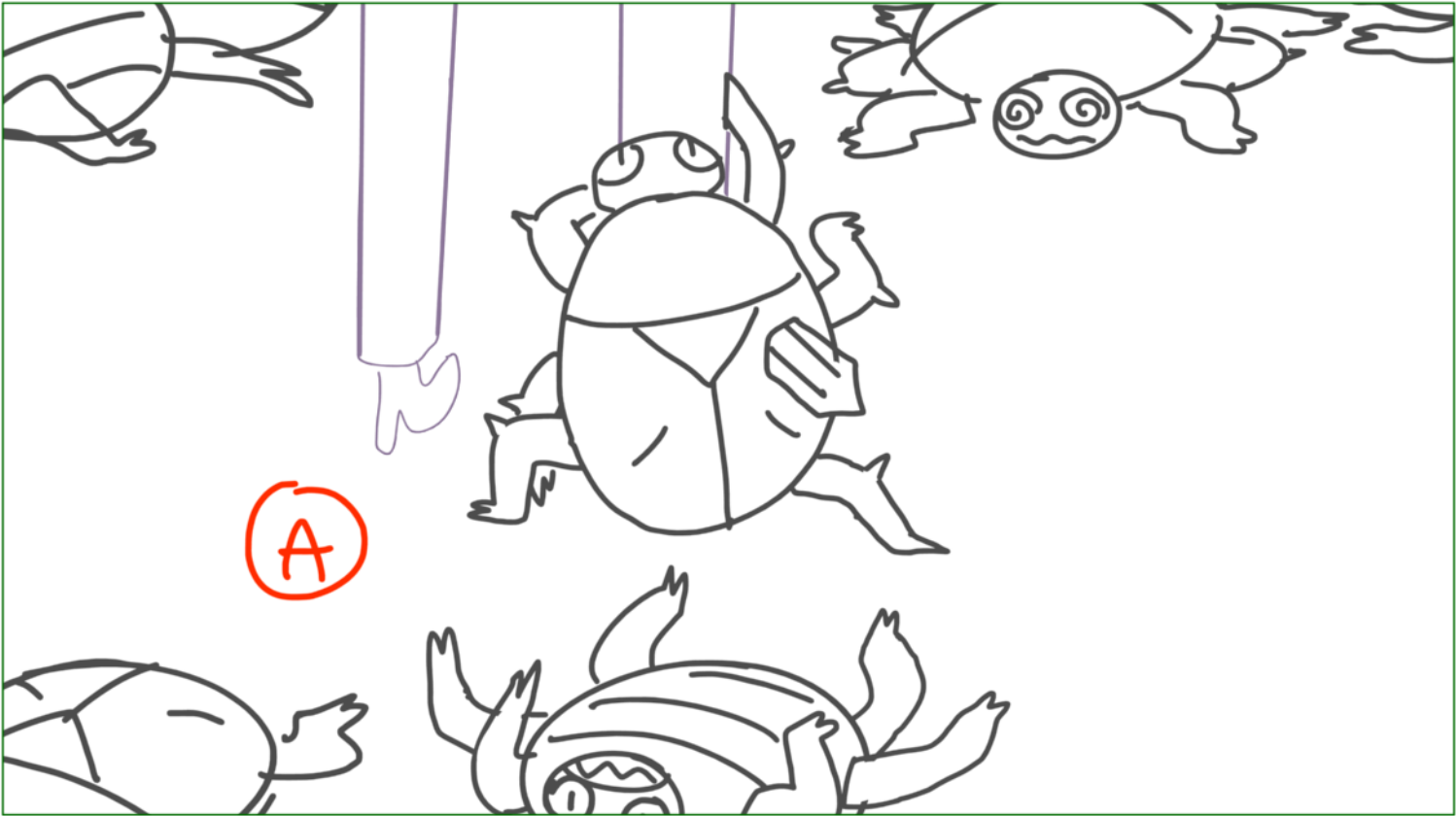


Dialog

Action Notes

CAM ADJ as it scurries to SIMON's leg

Scene	Feet : Frames	Panel / Total	Feet : Frames
121	00:08	5 / 8	00:01



Dialog

Action Notes  
CAM TRK IN to MS Aaa with CRYSTAL

Scene	Feet : Frames	Panel / Total	Feet : Frames
121	00:08	6 / 8	00:01

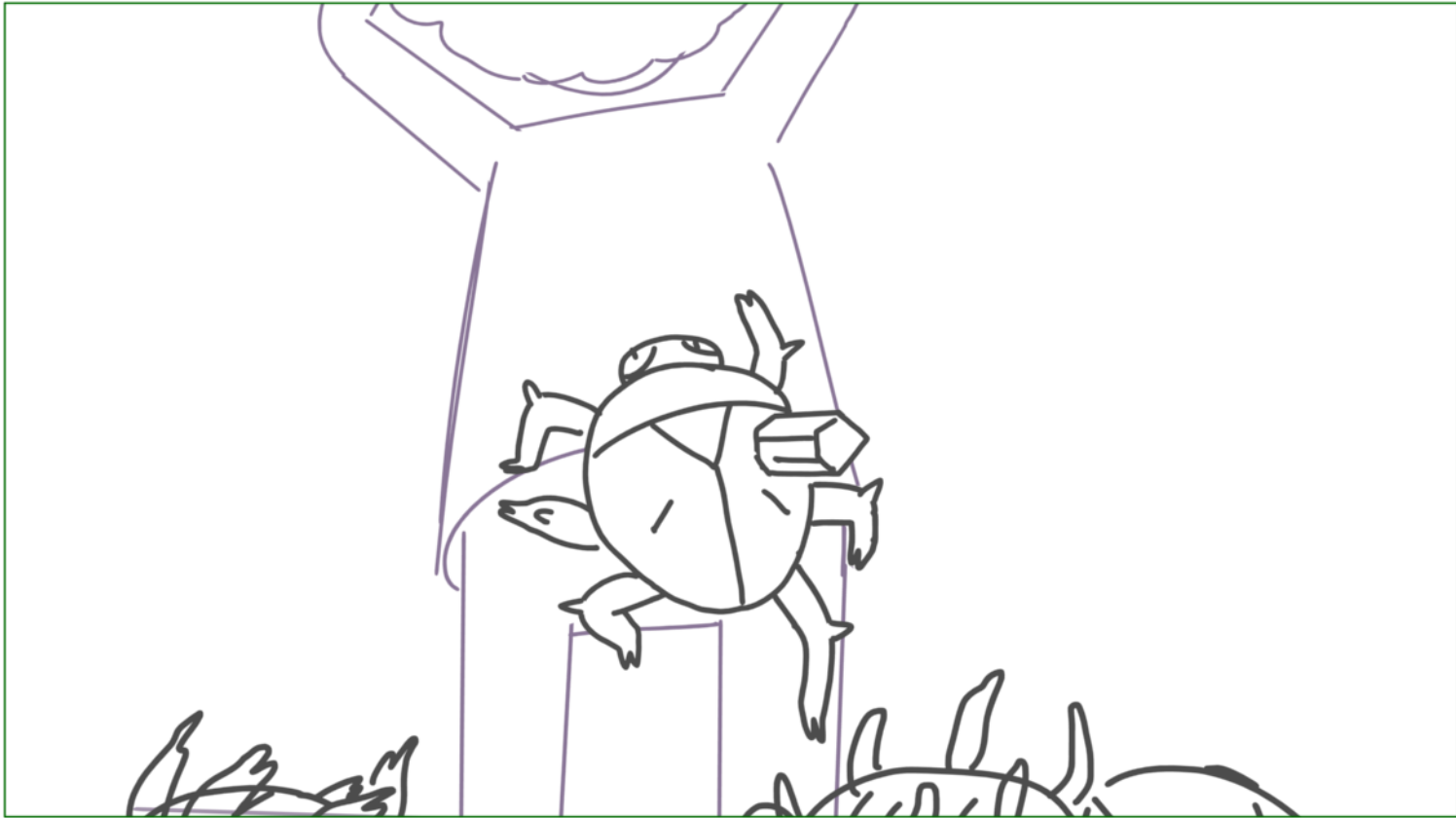


Dialog

Action Notes

CAM TRK IN/PAN to follow MS Aaa with CRYSTAL

Scene	Feet : Frames	Panel / Total	Feet : Frames
121	00:08	7 / 8	00:01



Dialog

Action Notes

cont

Scene	Feet : Frames	Panel / Total	Feet : Frames
121	00:08	8 / 8	00:01



Dialog

Action Notes

cont'

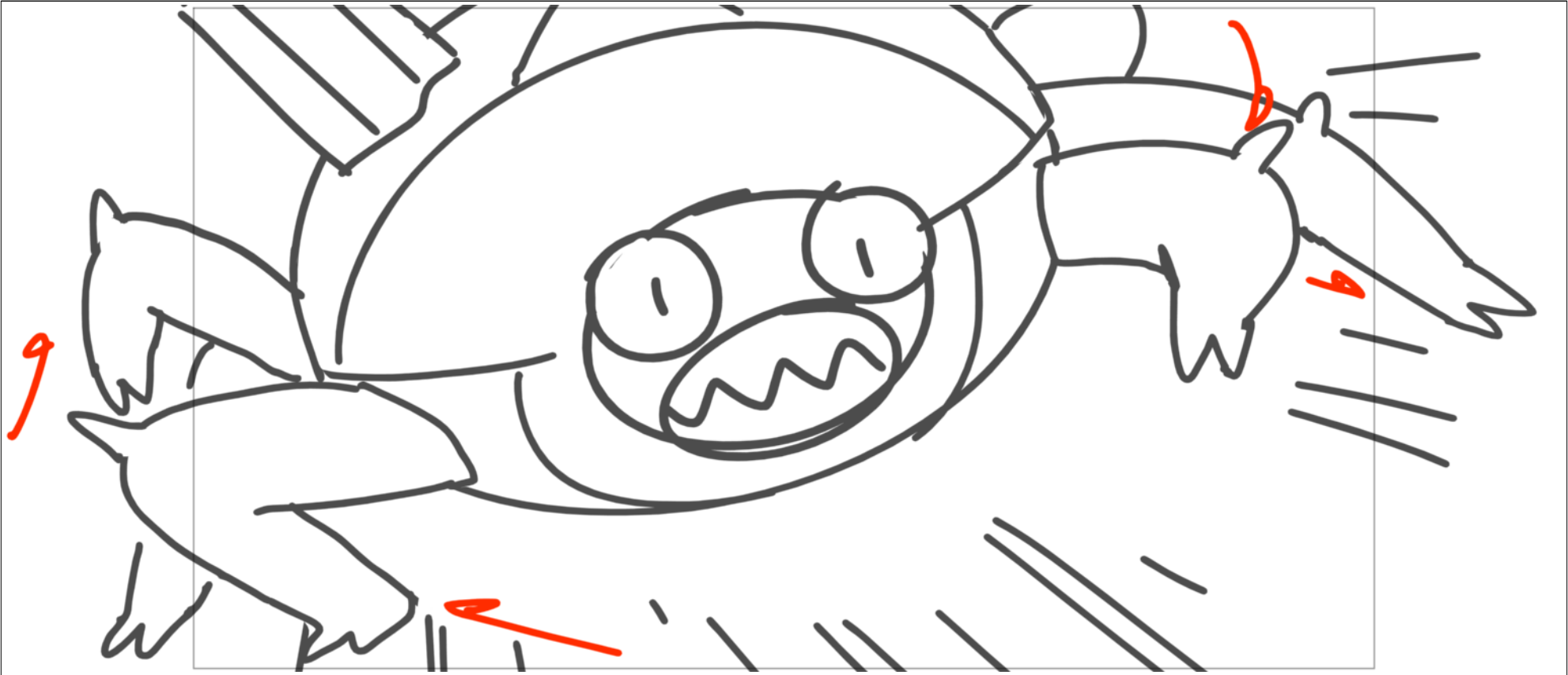
Scene	Feet : Frames	Panel / Total	Feet : Frames
122	00:04	1 / 4	00:01



Dialog

Action Notes  
MINI SCARAB Aaa running across zip pan of Simon's jacket

Scene	Feet : Frames	Panel / Total	Feet : Frames
122	00:04	2 / 4	00:01



Dialog

Action Notes



Scene	Feet : Frames	Panel / Total	Feet : Frames
122	00:04	3 / 4	00:01



Dialog

Action Notes

MINI SCARAB Aaa looks toward Golb O/S

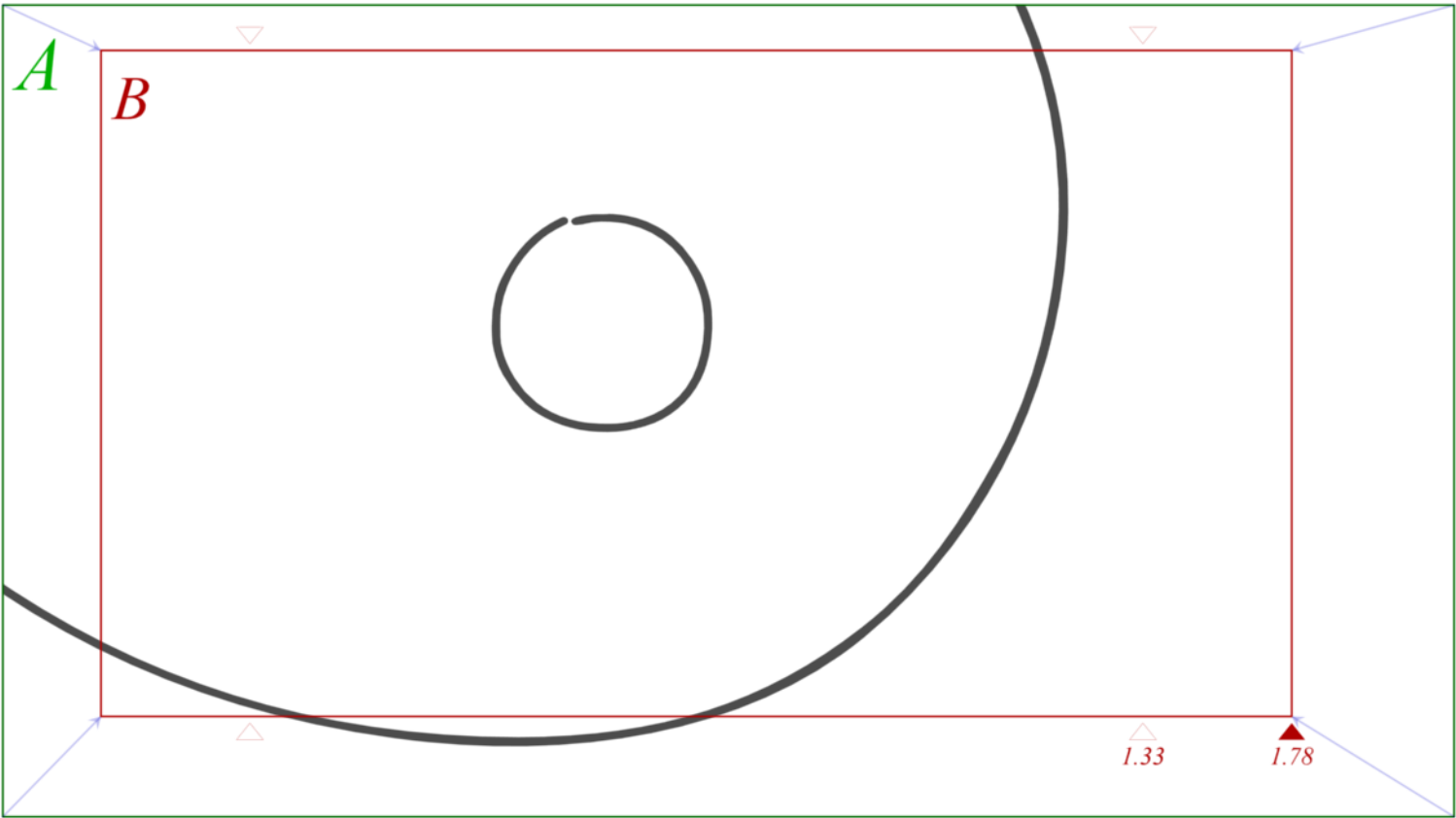
Scene	Feet : Frames	Panel / Total	Feet : Frames
122	00:04	4 / 4	00:01



Dialog

Action Notes

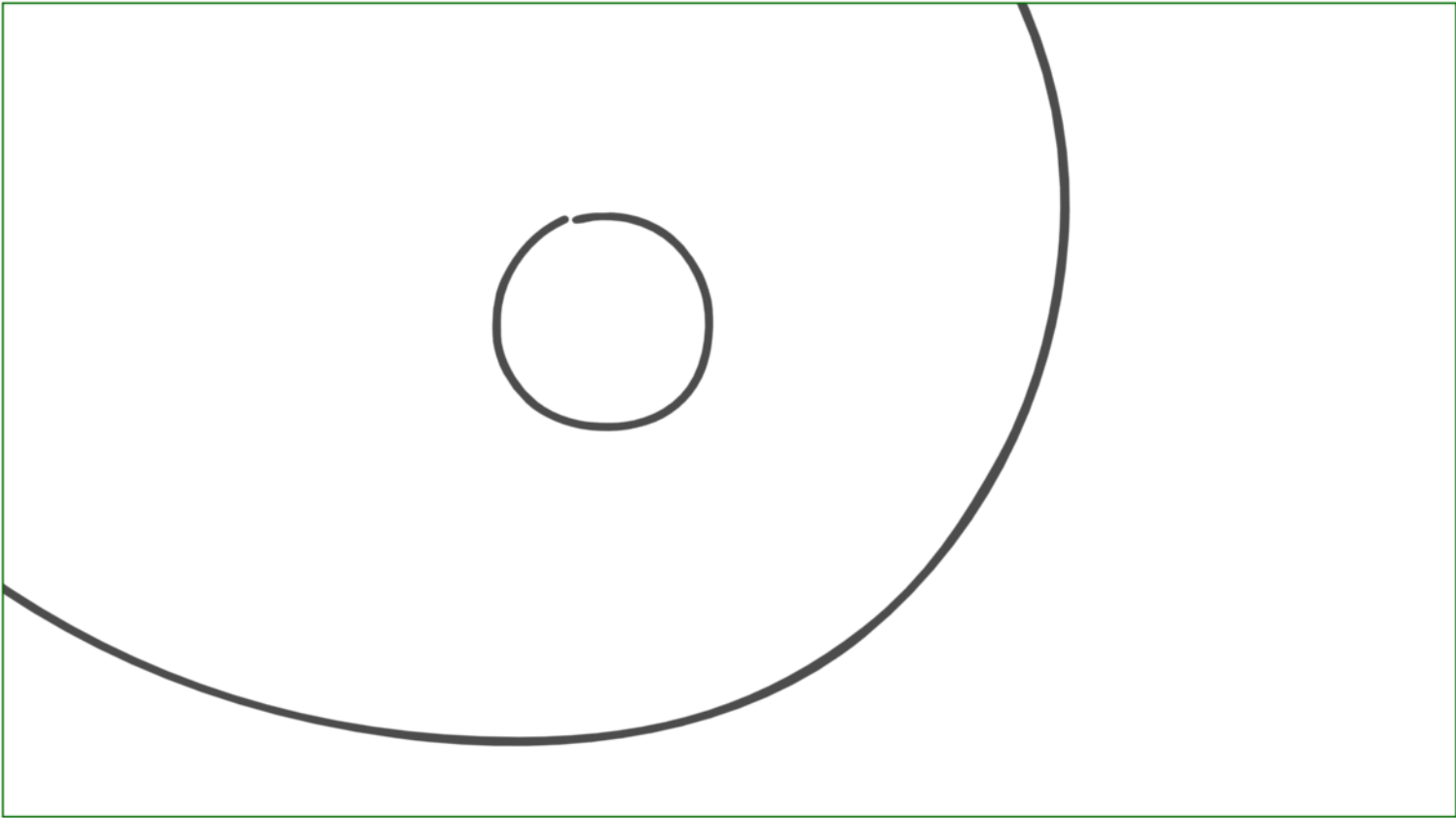
Scene Layout	Feet : Frames
123	00:02



Dialog

Action Notes

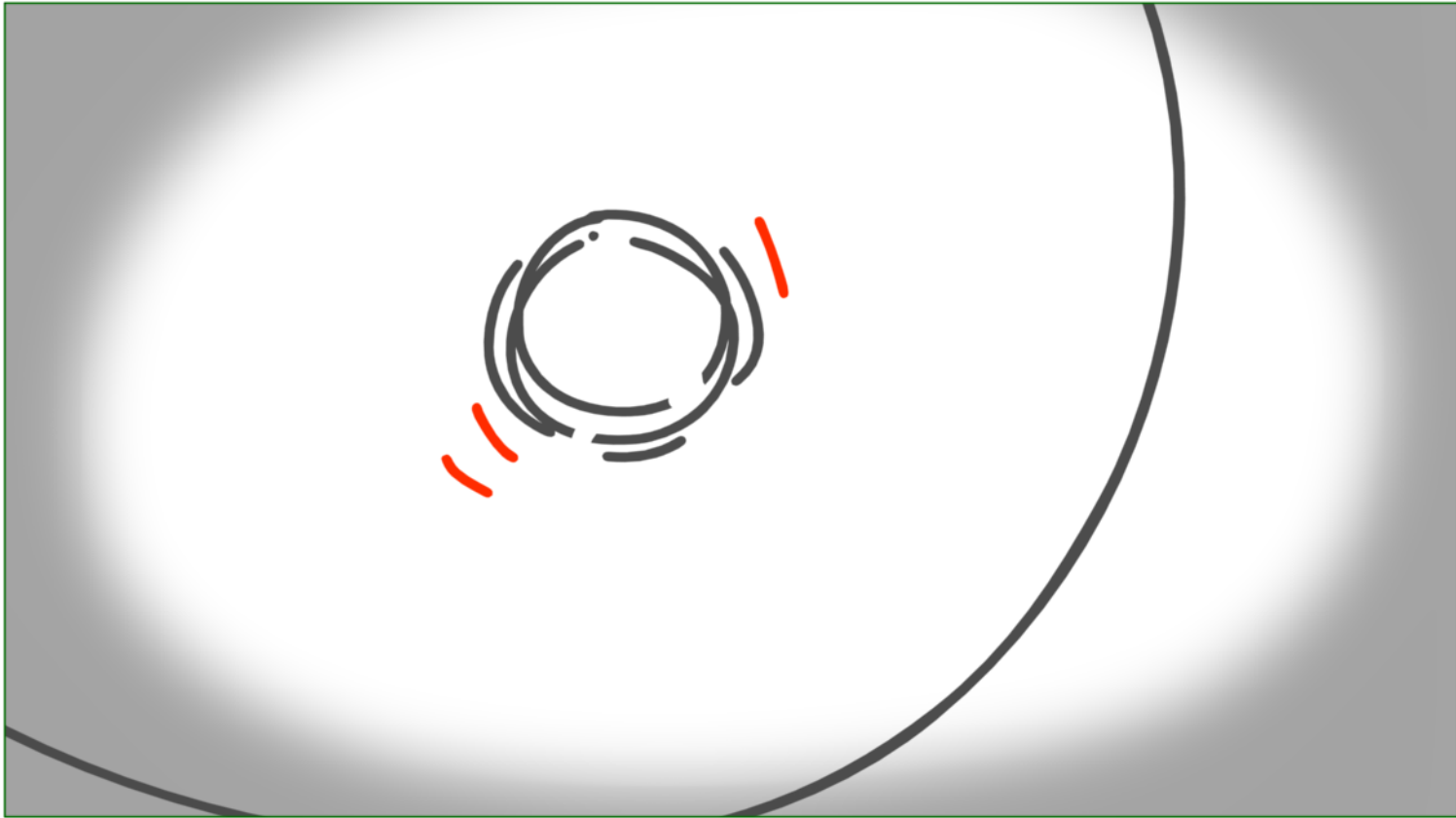
Scene	Feet : Frames	Panel / Total	Feet : Frames
123	00:02	1 / 2	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
123	00:02	2 / 2	00:01



Dialog

Action Notes

SLAM TRK IN  
SFX: DOOM  
vignette

Scene	Feet : Frames	Panel / Total	Feet : Frames
124	00:05	1 / 5	00:01



Dialog

Action Notes

MINI SCARAB Aaa looks fearfully O/S at Golb while running up Simon's back

Scene	Feet : Frames	Panel / Total	Feet : Frames
124	00:05	2 / 5	00:01



Dialog

Action Notes  
GLOW from Simon's Portal Halo shines on MINI SCARAB Aaa

Scene	Feet : Frames	Panel / Total	Feet : Frames
124	00:05	3 / 5	00:01



Dialog

MINI SCARAB:  
(scared screeching)

Action Notes

GLOW brightens on MINI SCARAB Aaa as it looks and hastens toward Simon's portal



Scene	Feet : Frames	Panel / Total	Feet : Frames
124	00:05	4 / 5	00:01



Dialog

MINI SCARAB:  
(scared screeching)

Action Notes

GILOW gets stronger

Scene	Feet : Frames	Panel / Total	Feet : Frames
124	00:05	5 / 5	00:01



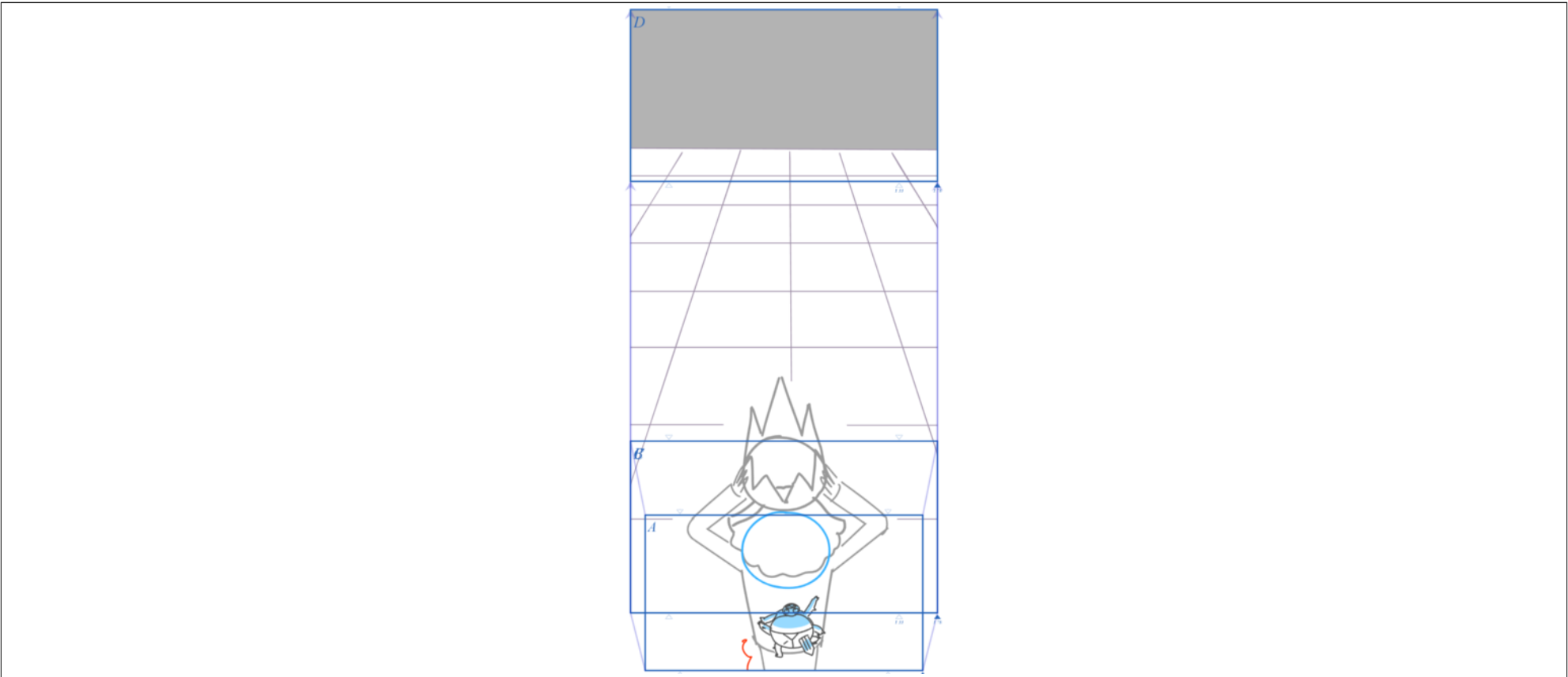
Dialog

MINI SCARAB:  
(scared screeching)

Action Notes

Glow gets stronger cont

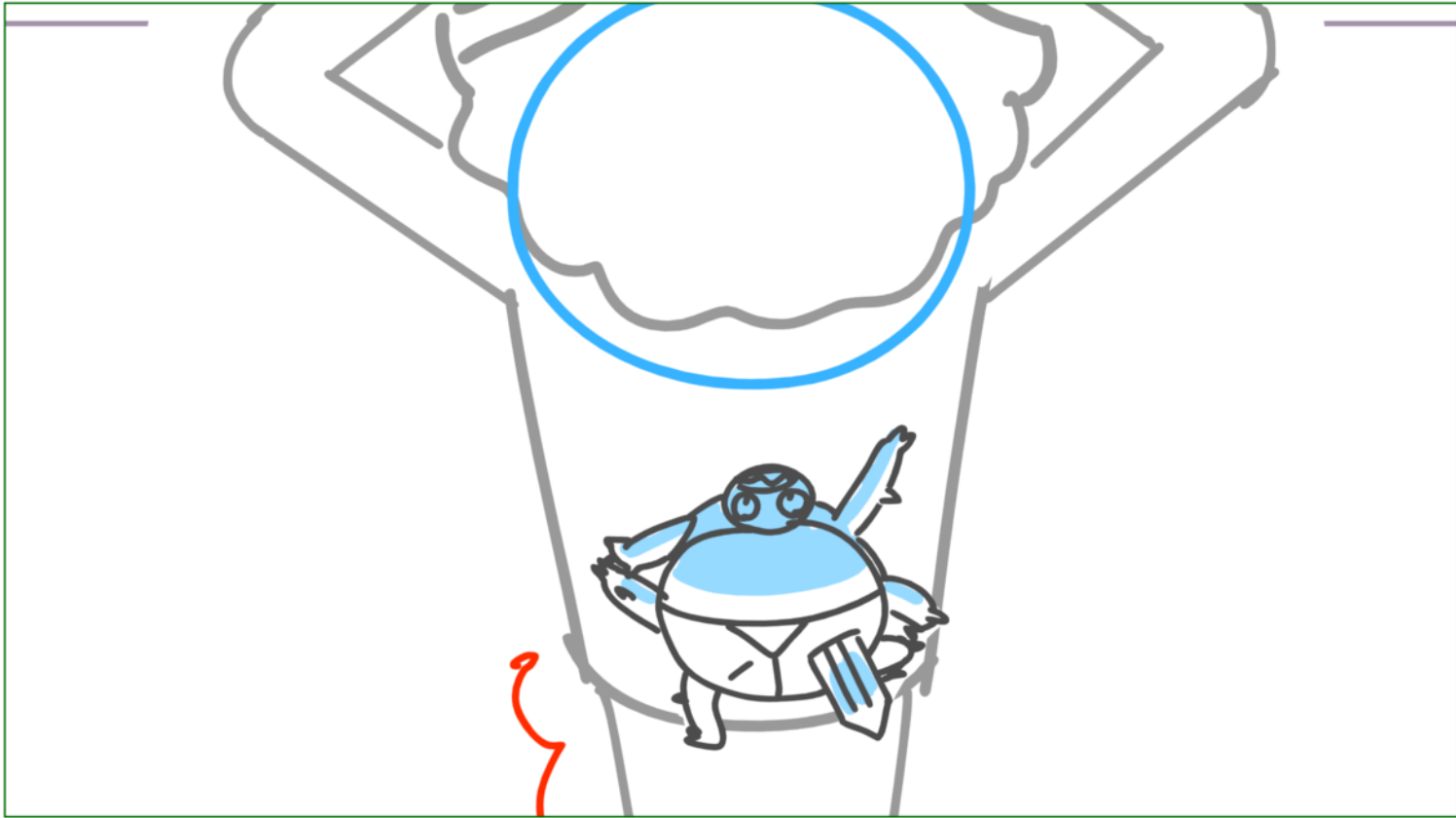
Scene Layout	Feet : Frames
125	00:14



Dialog

Action Notes  
H/U MINI SCARAB running up SIMON's back

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	1 / 14	00:01

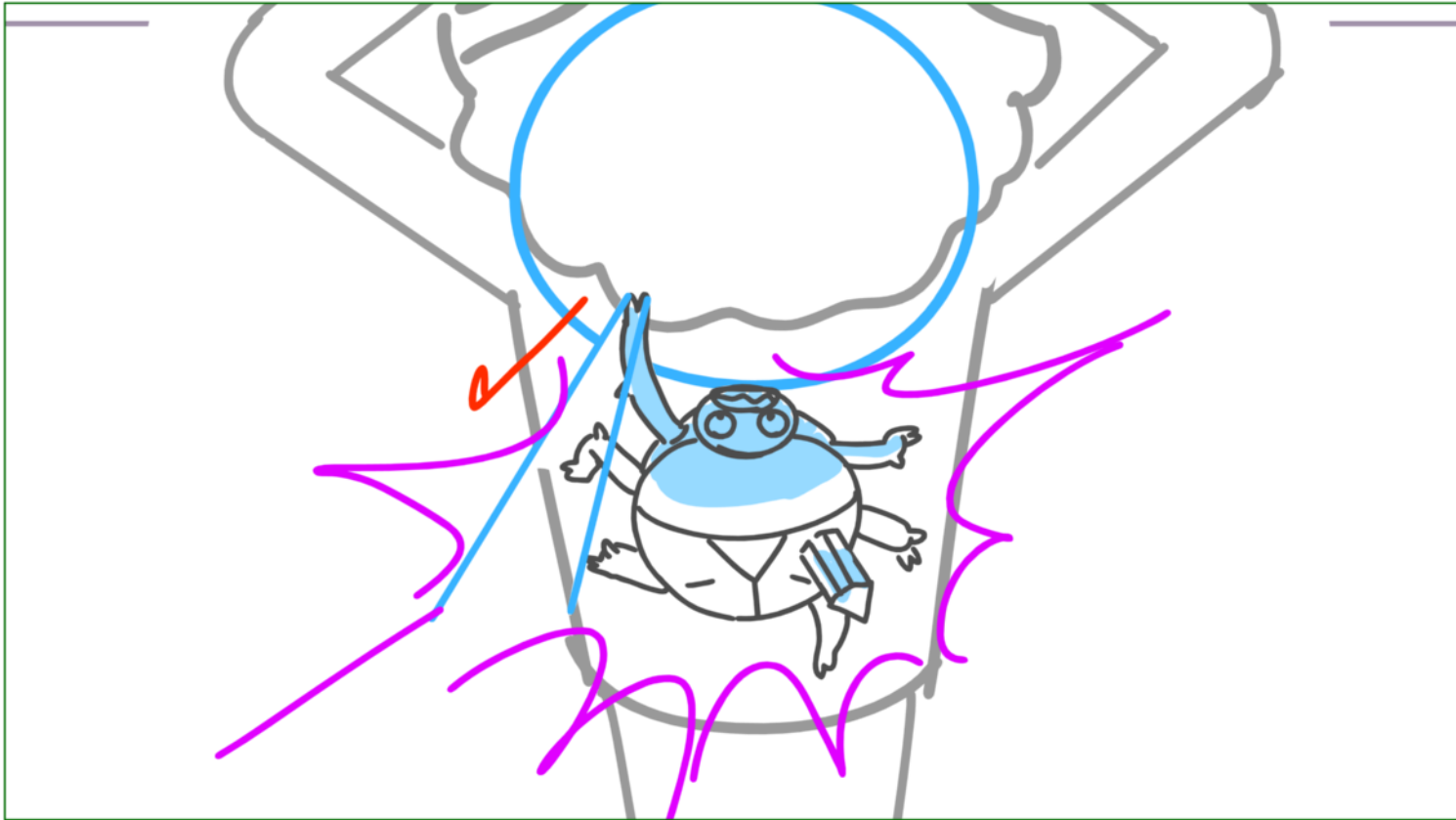


Dialog

Action Notes

H/U MINI SCARAB running up SIMON's back

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	2 / 14	00:01

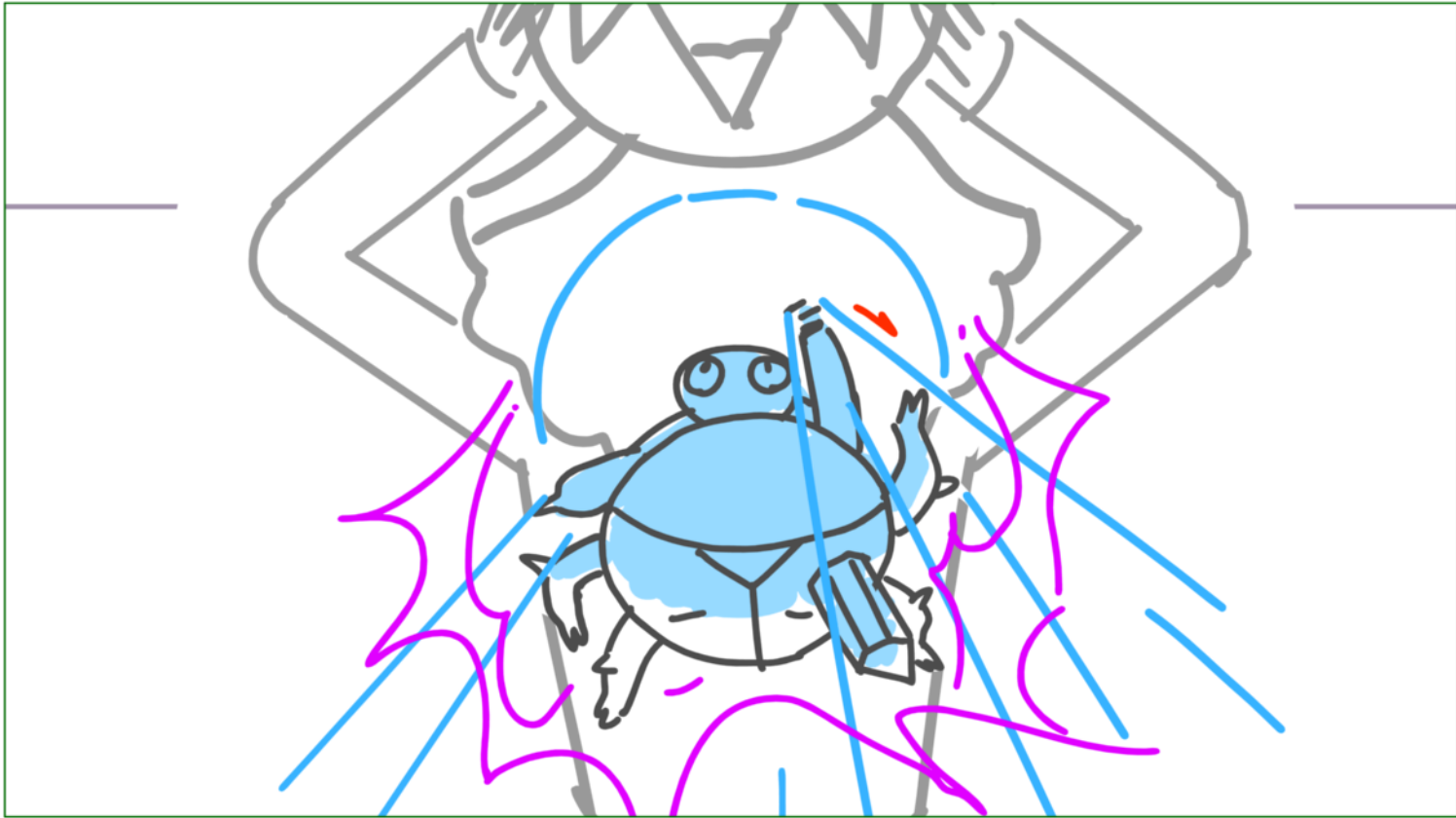


Dialog

Action Notes

CAM ADJ north with MINI SCARAB Aaa  
 Golb energy effect appears around MINI SCARAB as it places a front foot into the PORTAL HALO.  
 A light BEAM projects from the HALO as conacts is made

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	3 / 14	00:01



Dialog

Action Notes

Golb energy effect is repelled by the PORTAL  
 MINI SCARAB Aaa advances into the PORTAL HALO, more BEAMS as he steps in

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	4 / 14	00:01



Dialog

Action Notes

CAM STOP

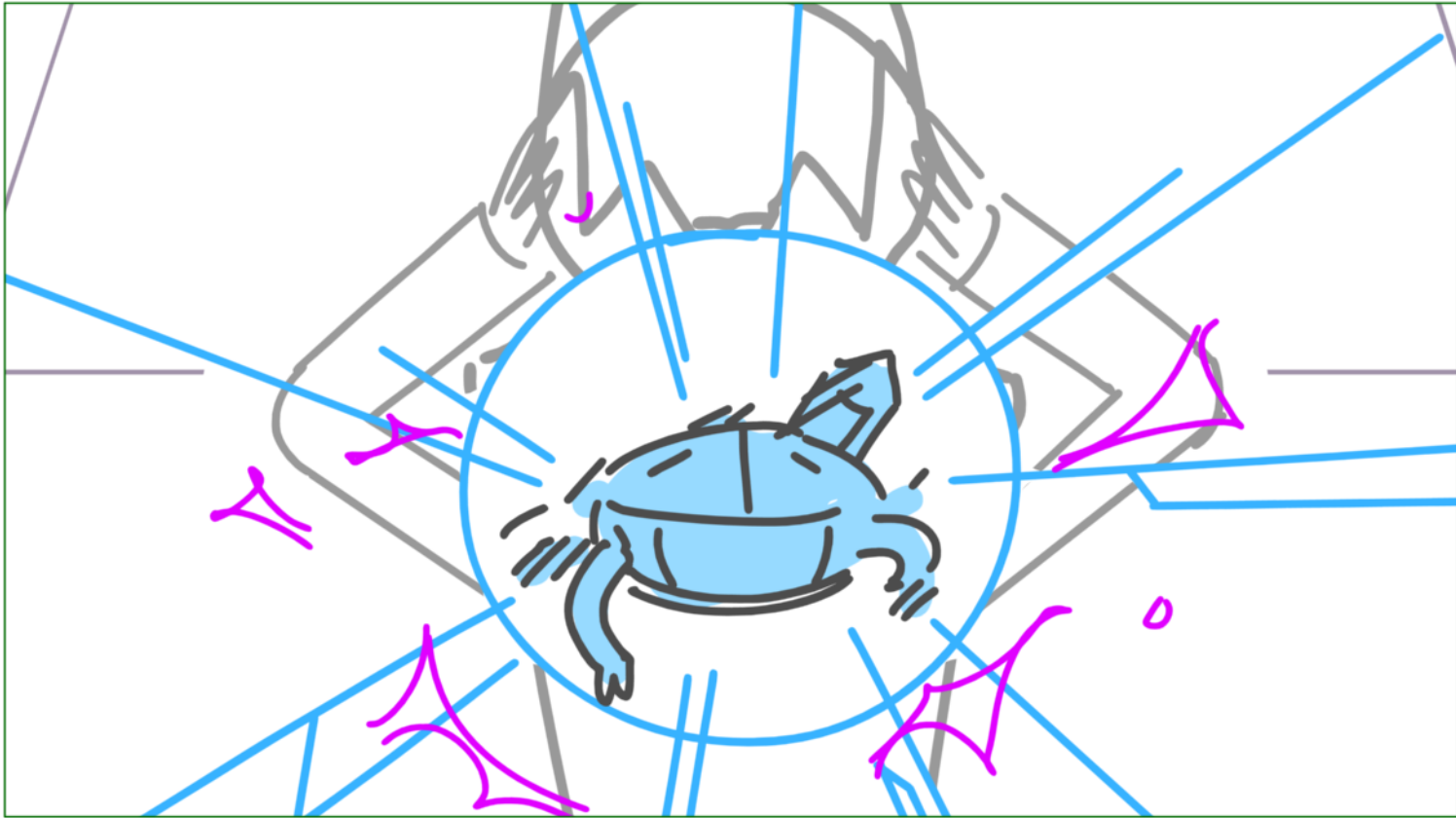
continue M SCARAB entering PORTAL.

cont Golb effect breaking up as it's repelled.

Cont light BEAMS.

HALO expands as MINI SCARAB enters

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	5 / 14	00:01



Dialog

Action Notes

Golb effect flickers away.  
BEAMS radiate from the center of the HALO, which expands



Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	6 / 14	00:01

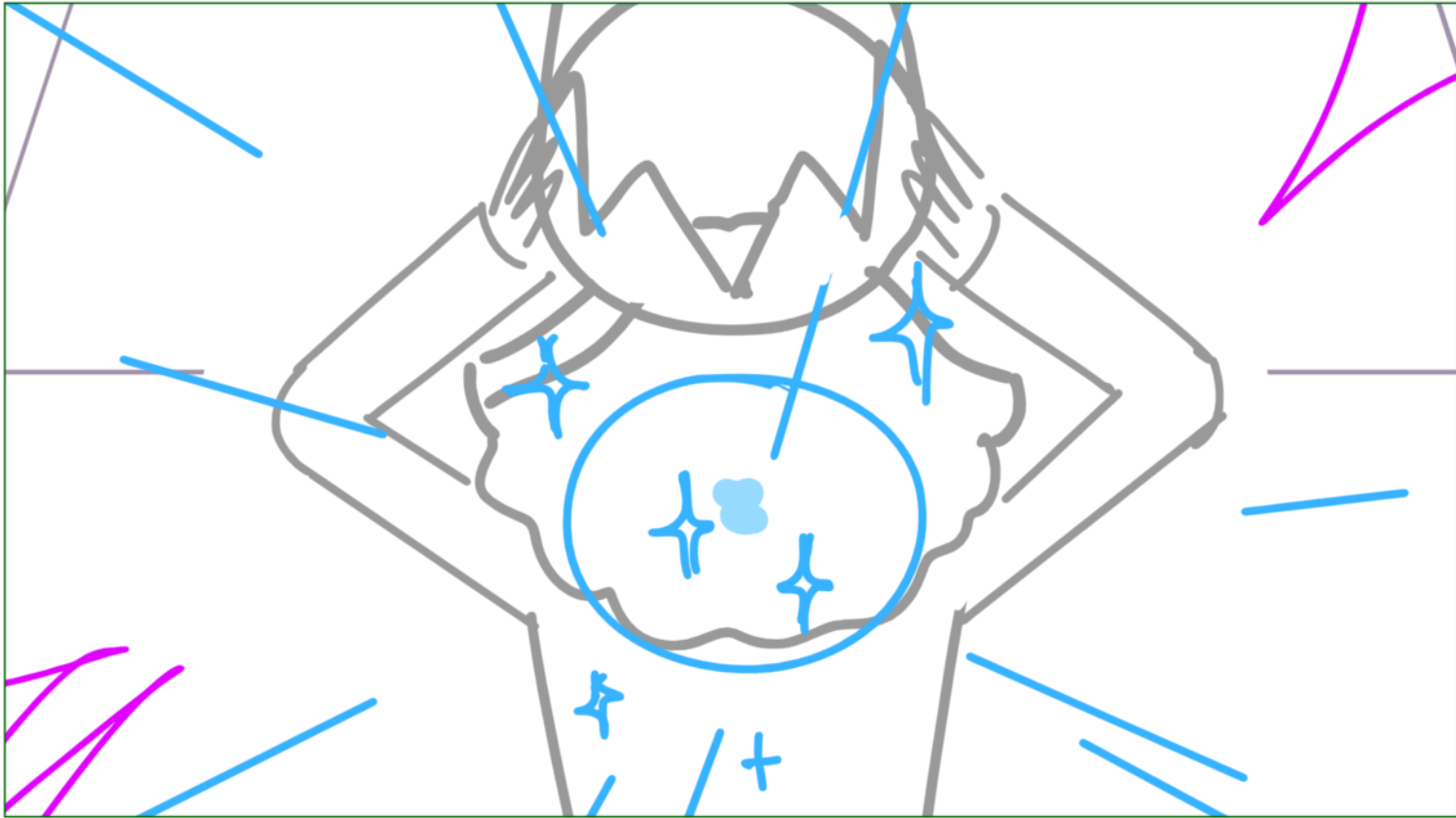


Dialog

Action Notes

MINI SCARAB Aaa disappears into PORTAL

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	7 / 14	00:01

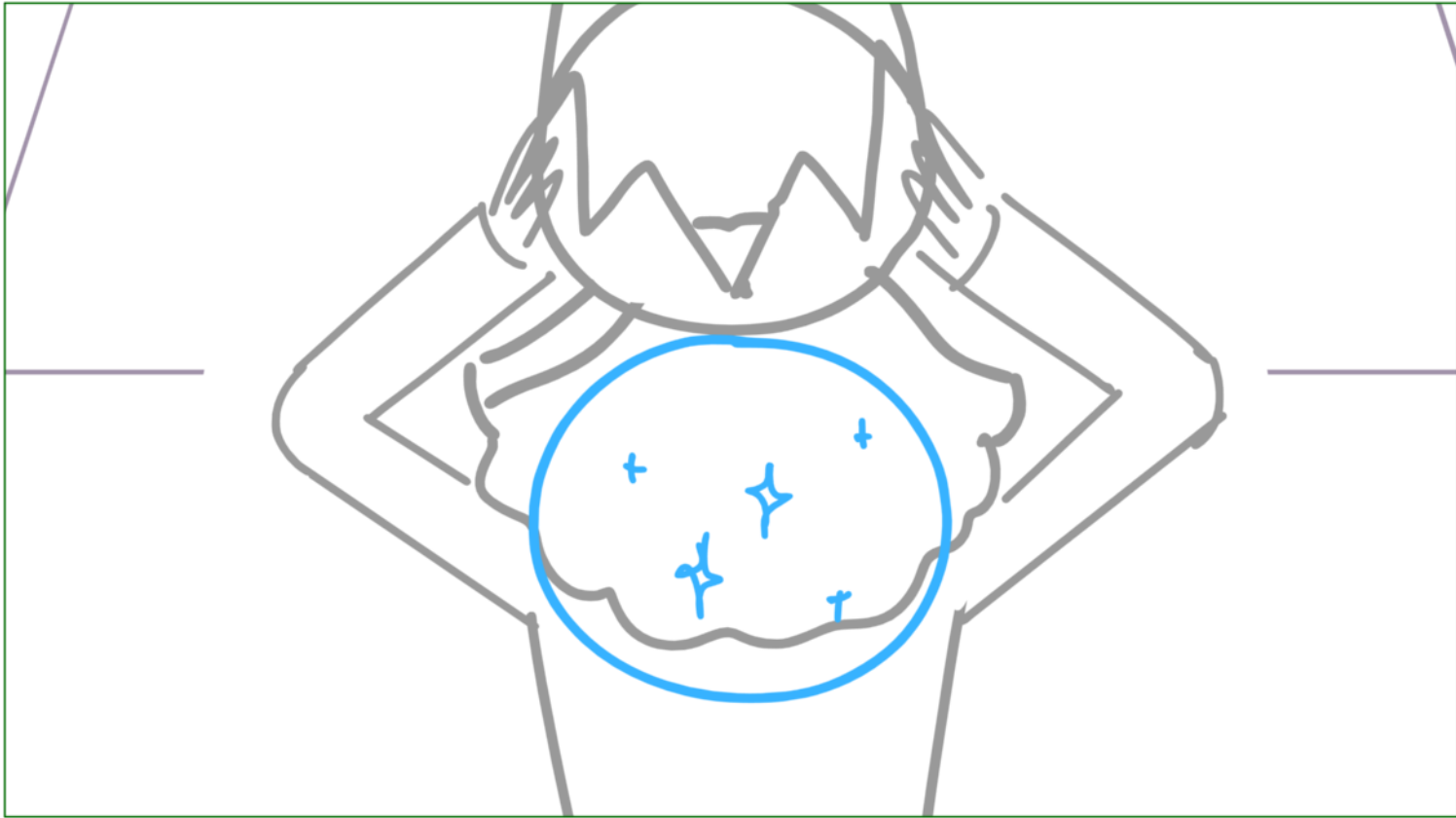


Dialog

Action Notes

HALO shrinks back w overshoot  
 SPARKLES appear  
 BEAMS dissipate

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	8 / 14	00:01

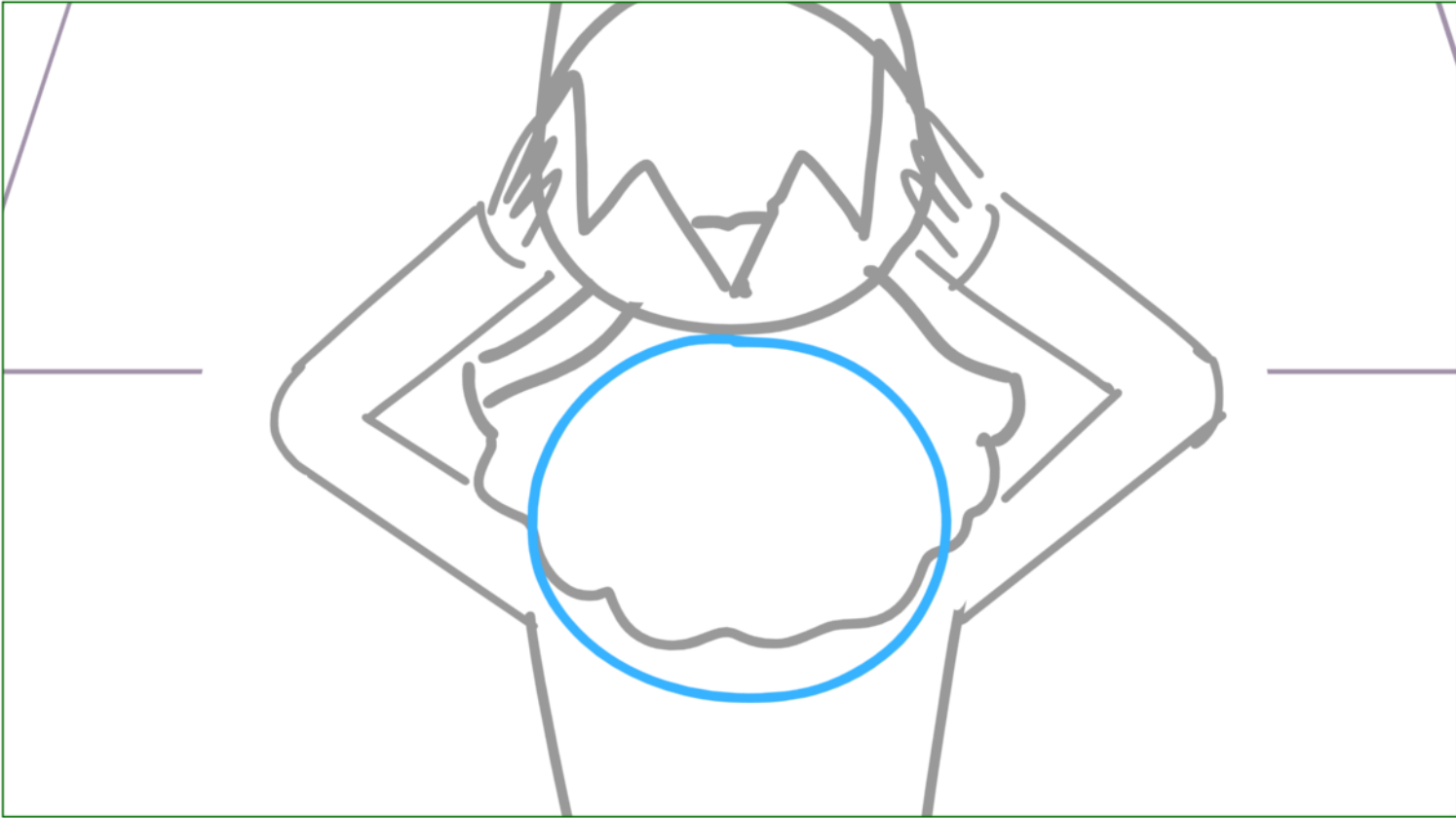


Dialog

Action Notes

HALO back to normal size.  
SPARKLES dissipate

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	9 / 14	00:01



Dialog

Action Notes

CAM TILT north

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	10 / 14	00:01



Dialog

Action Notes

multi-plane SIMON, the BLOCK he stands on and BG black void.

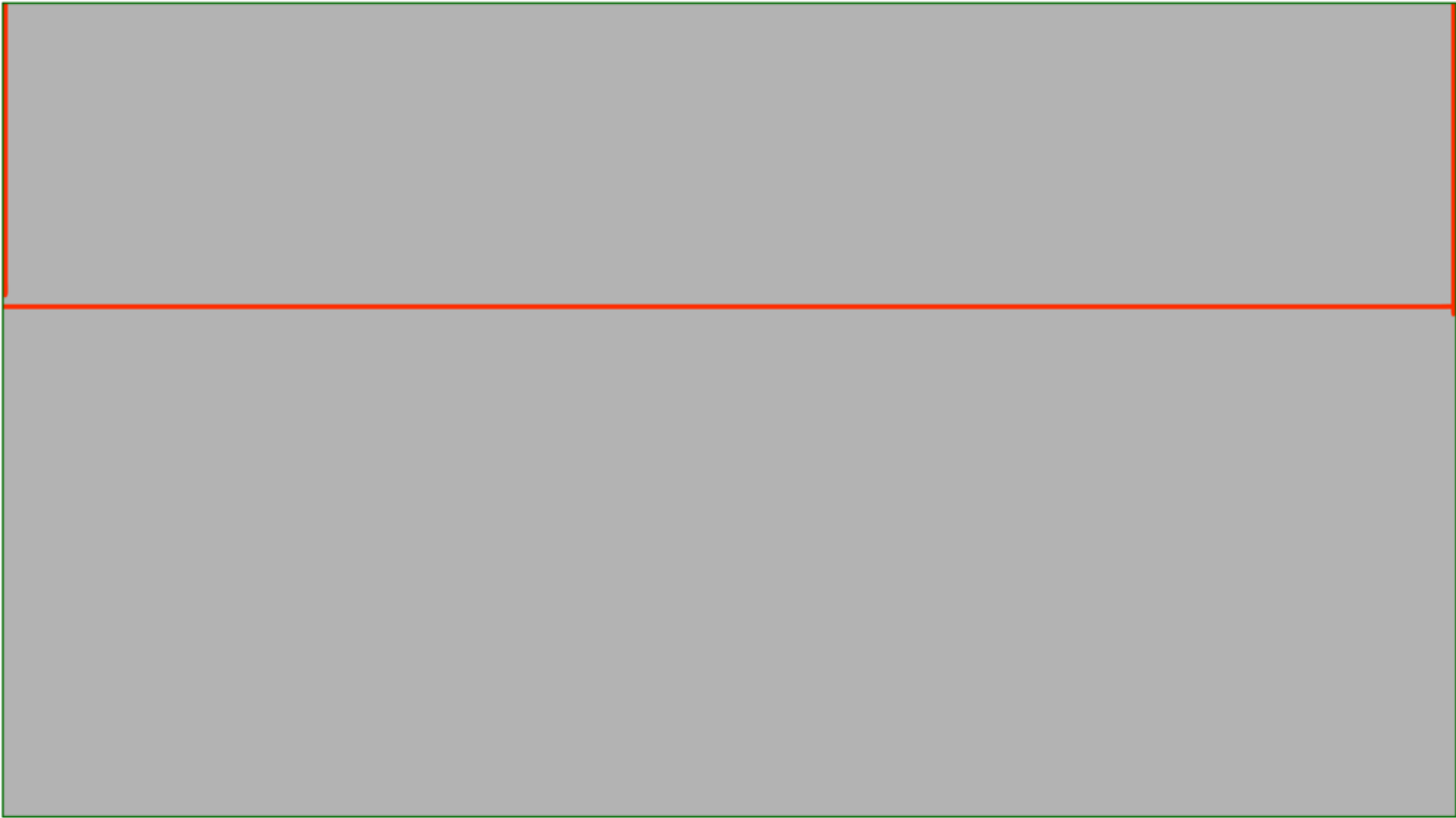
Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	11 / 14	00:01



Dialog

Action Notes

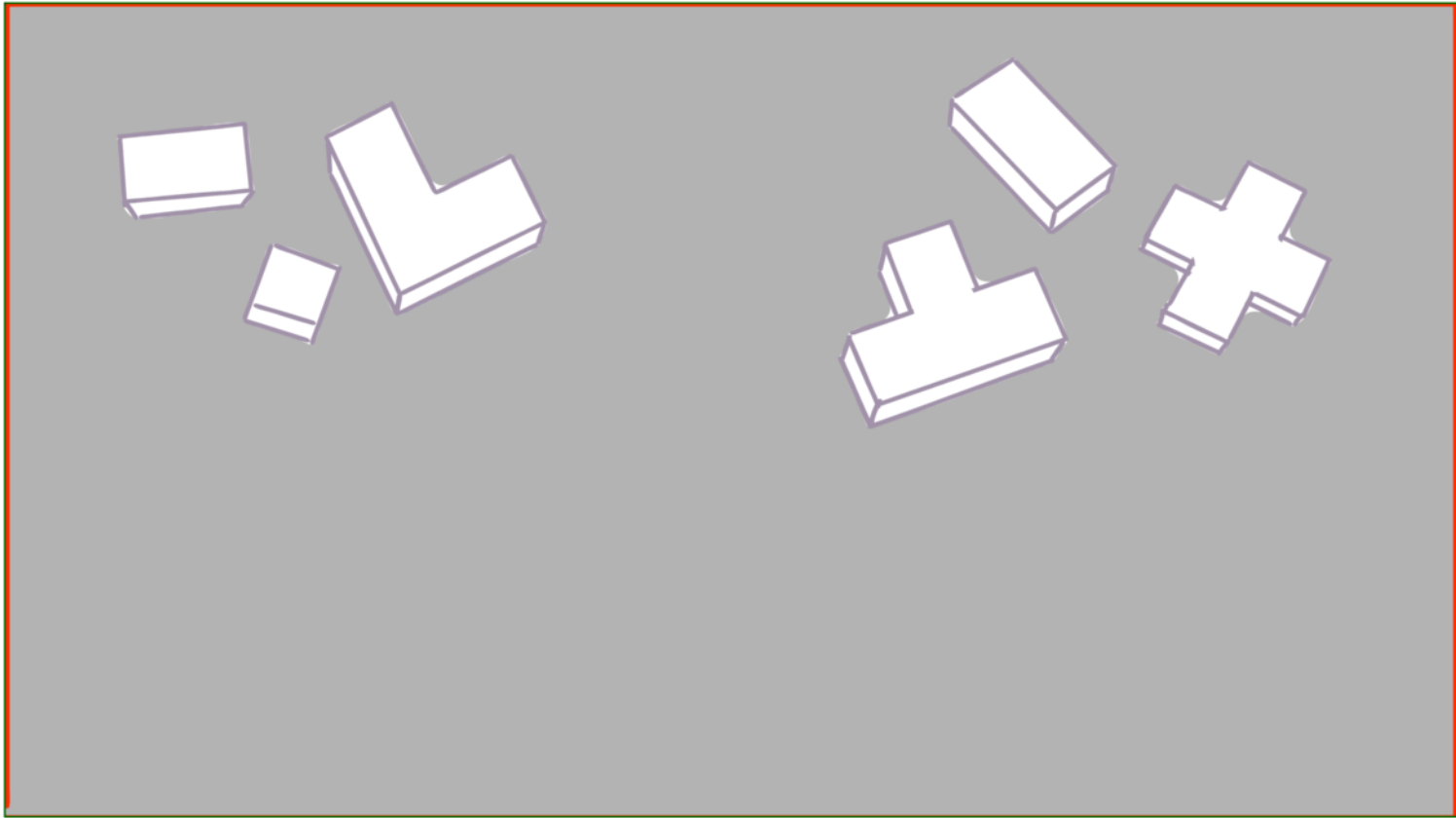
Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	12 / 14	00:01



Dialog

Action Notes

Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	13 / 14	00:01



Dialog

Action Notes  
CAMERA STOP looking up at blocks above Simon



Scene	Feet : Frames	Panel / Total	Feet : Frames
125	00:14	14 / 14	00:01

→ STORY  
BEAT  
8

Dialog

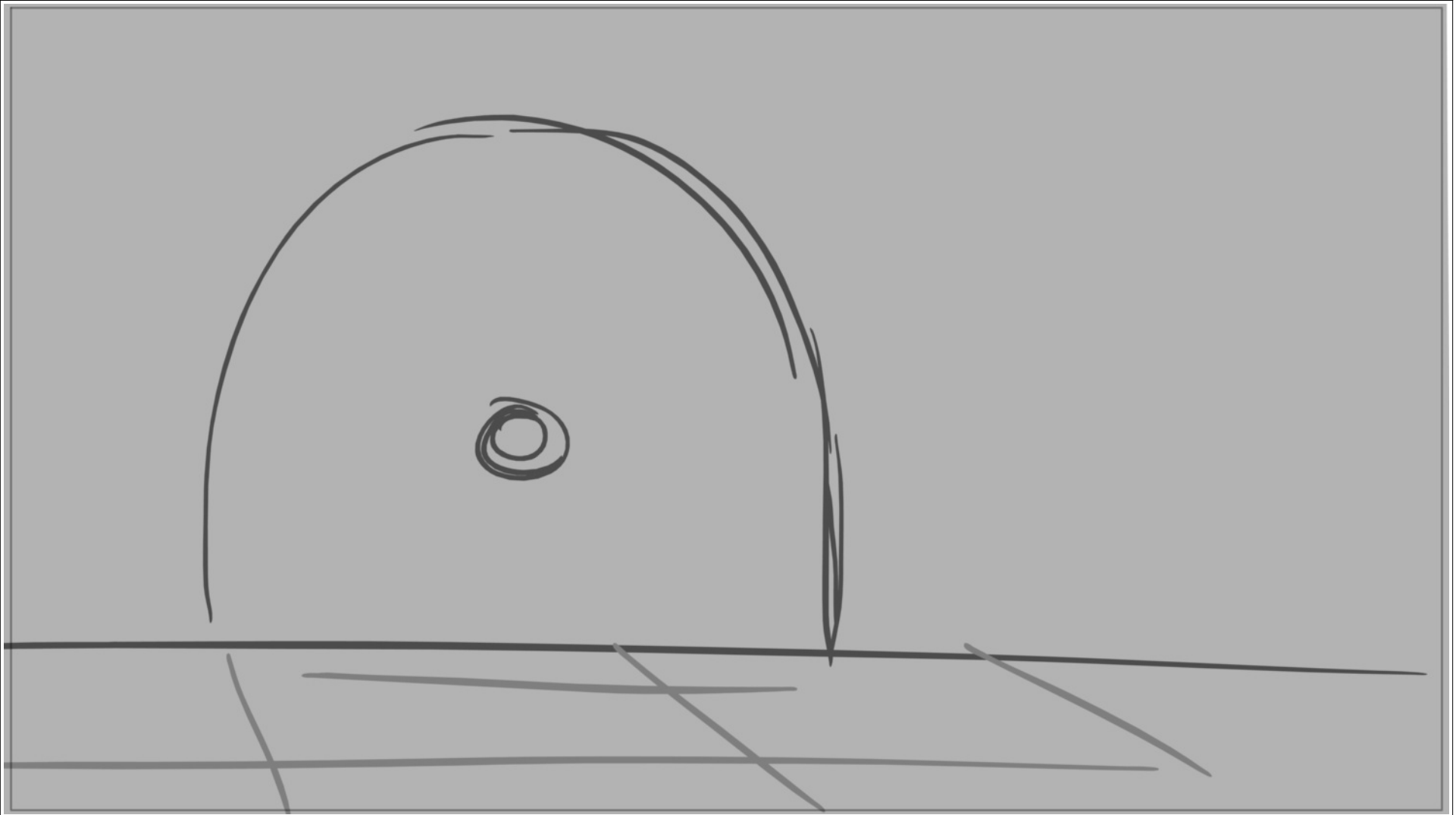
Action Notes

Scene

001

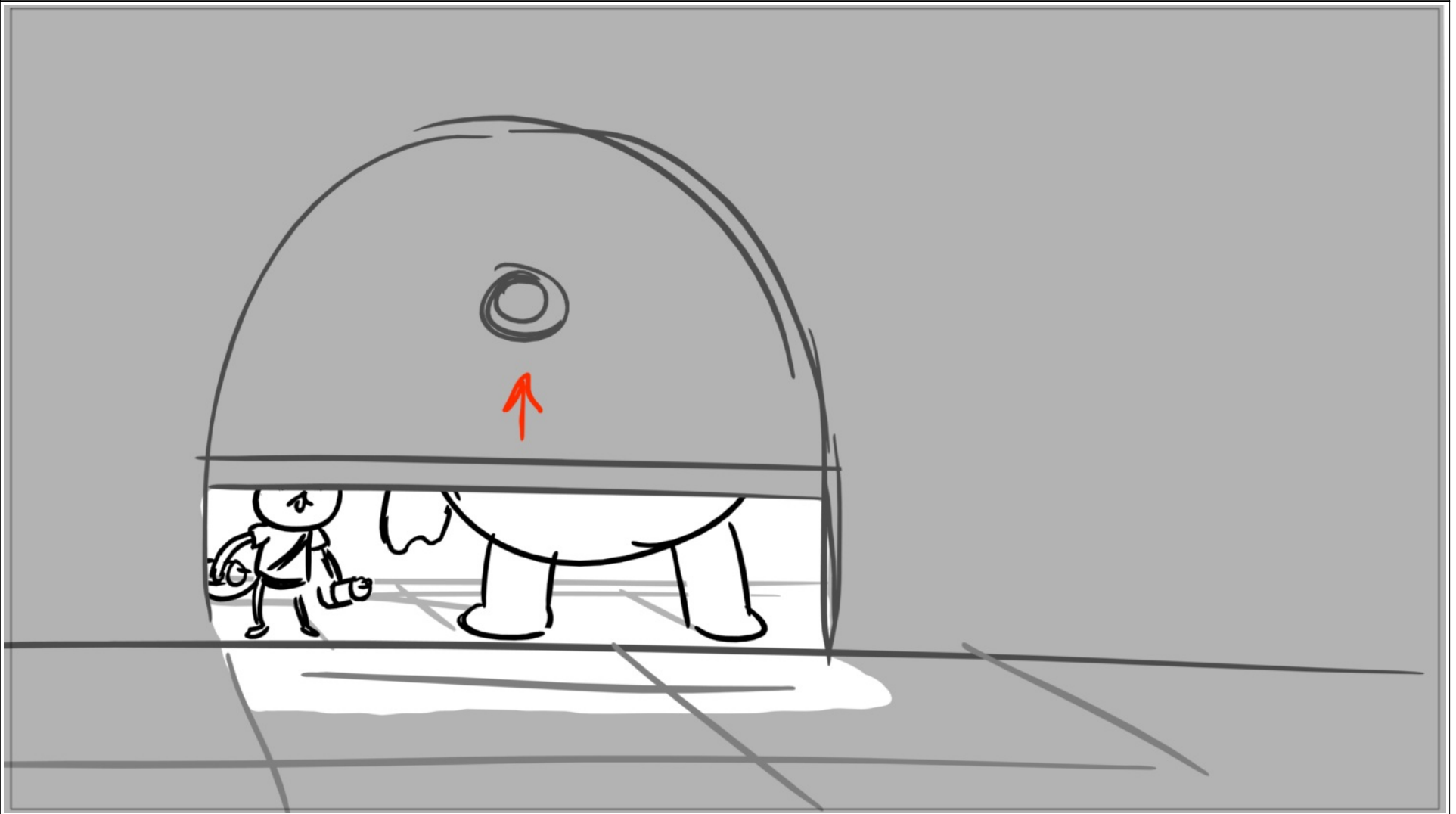
Panel

1

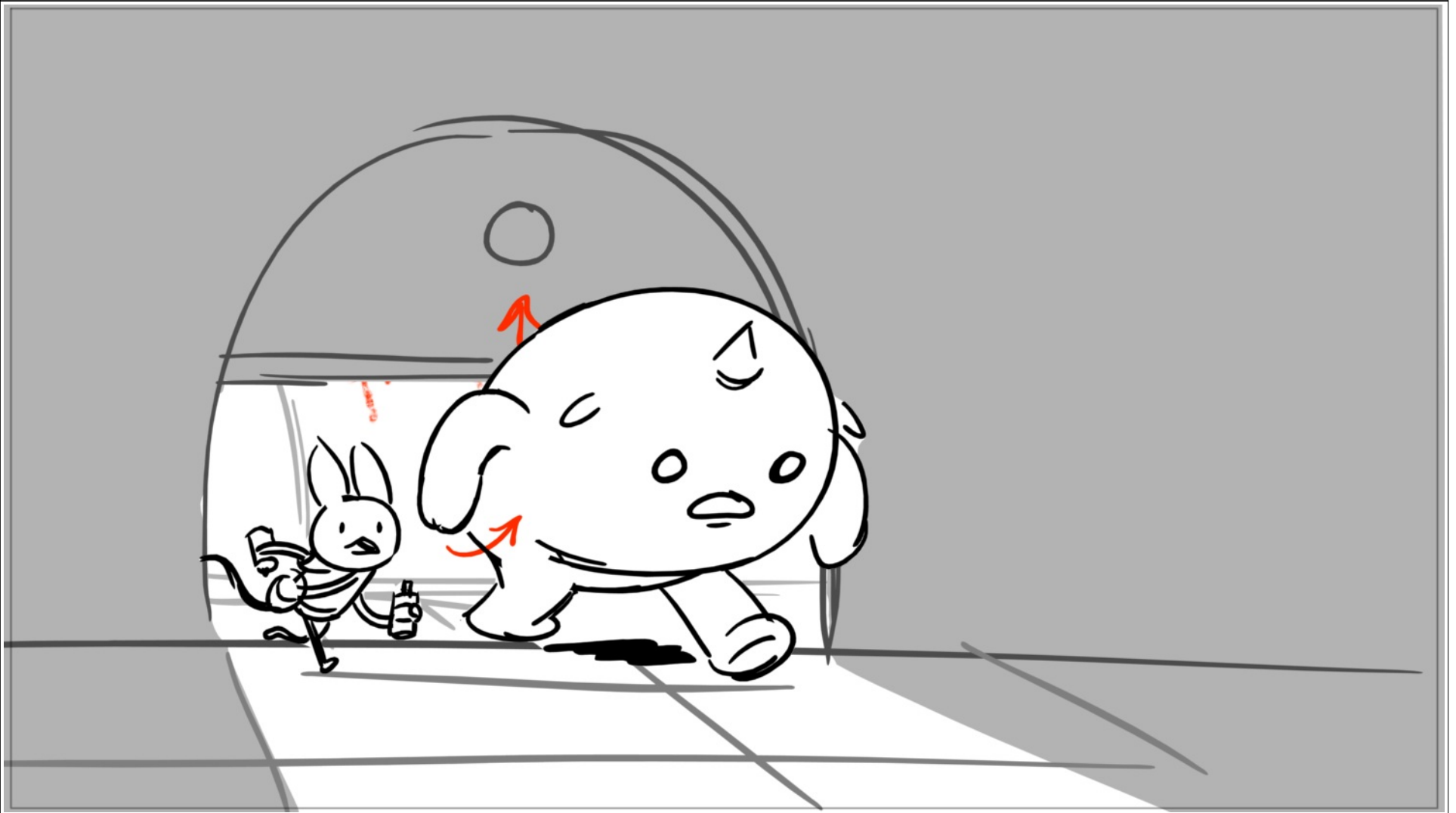


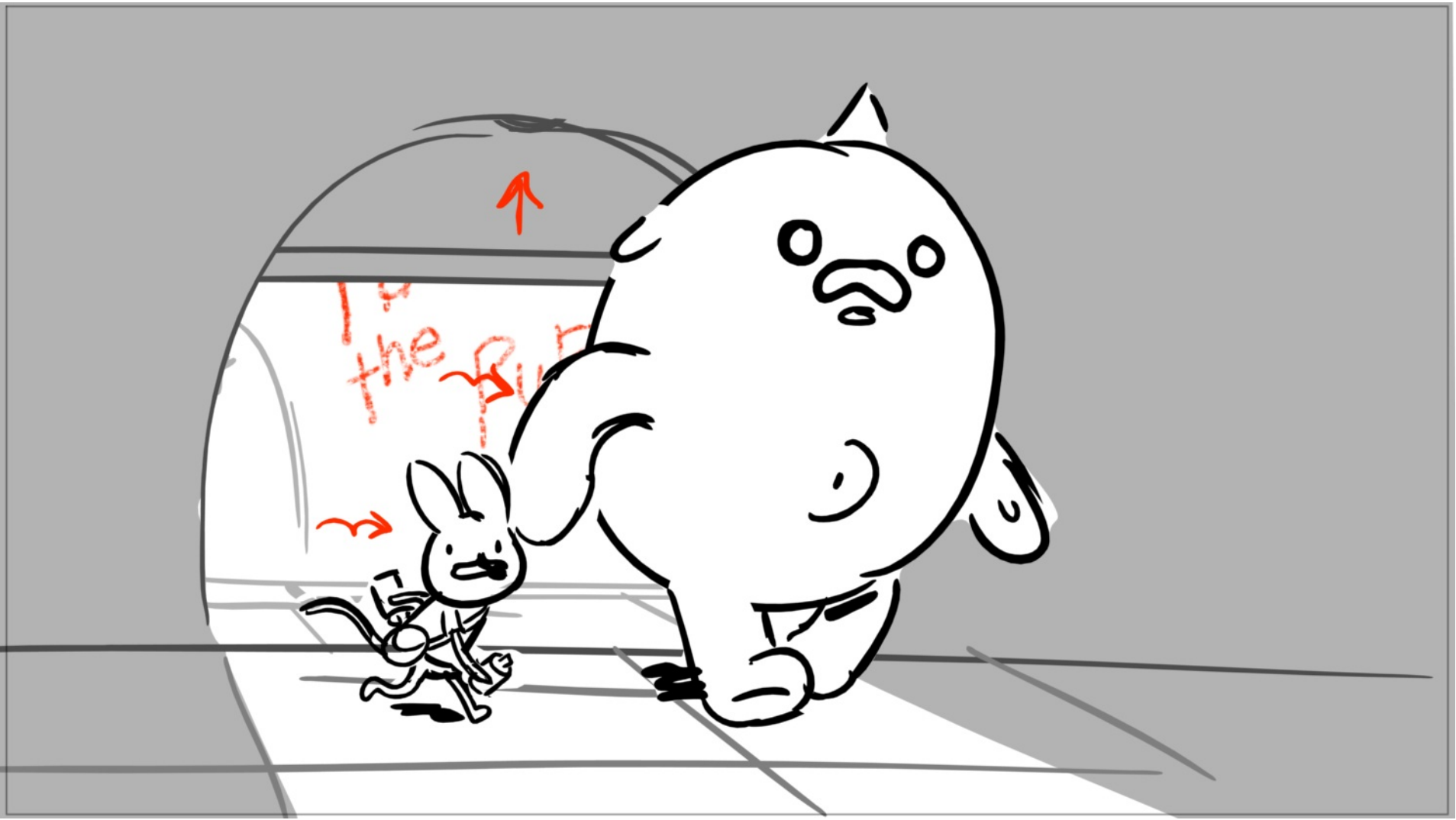
Dialog

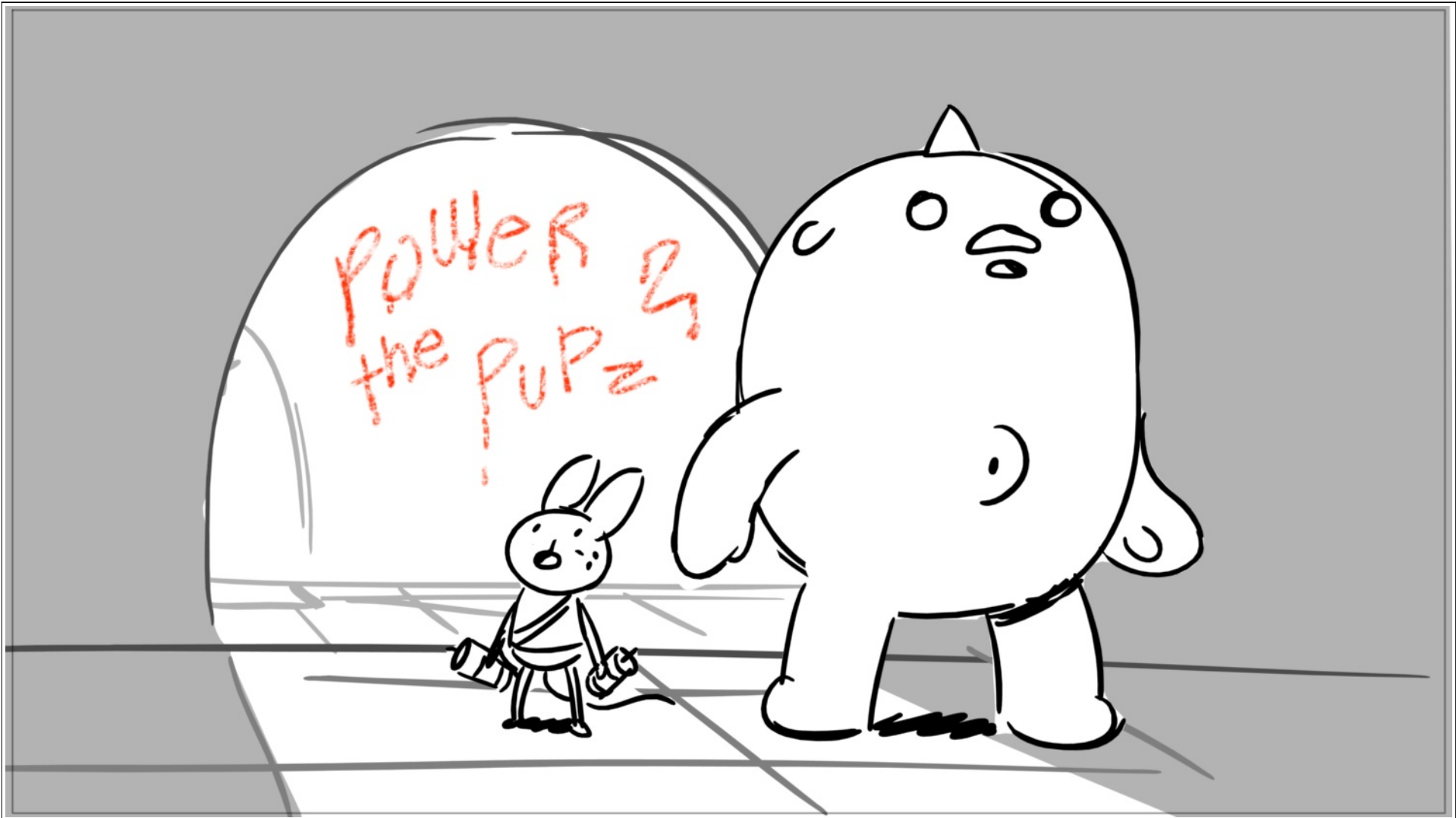
B: (OS, whispering?) In here!



Dialog  
(door SFX)

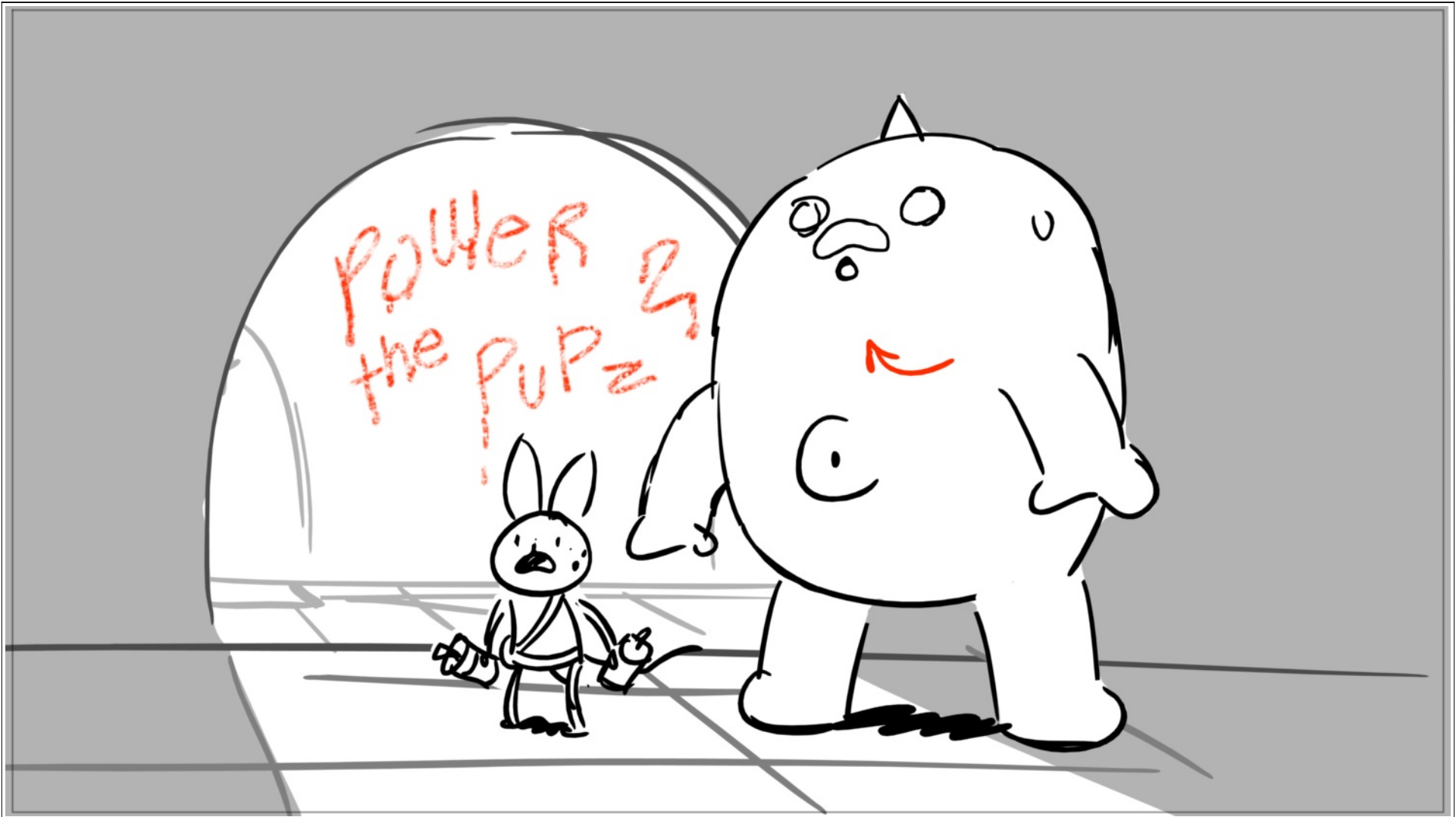






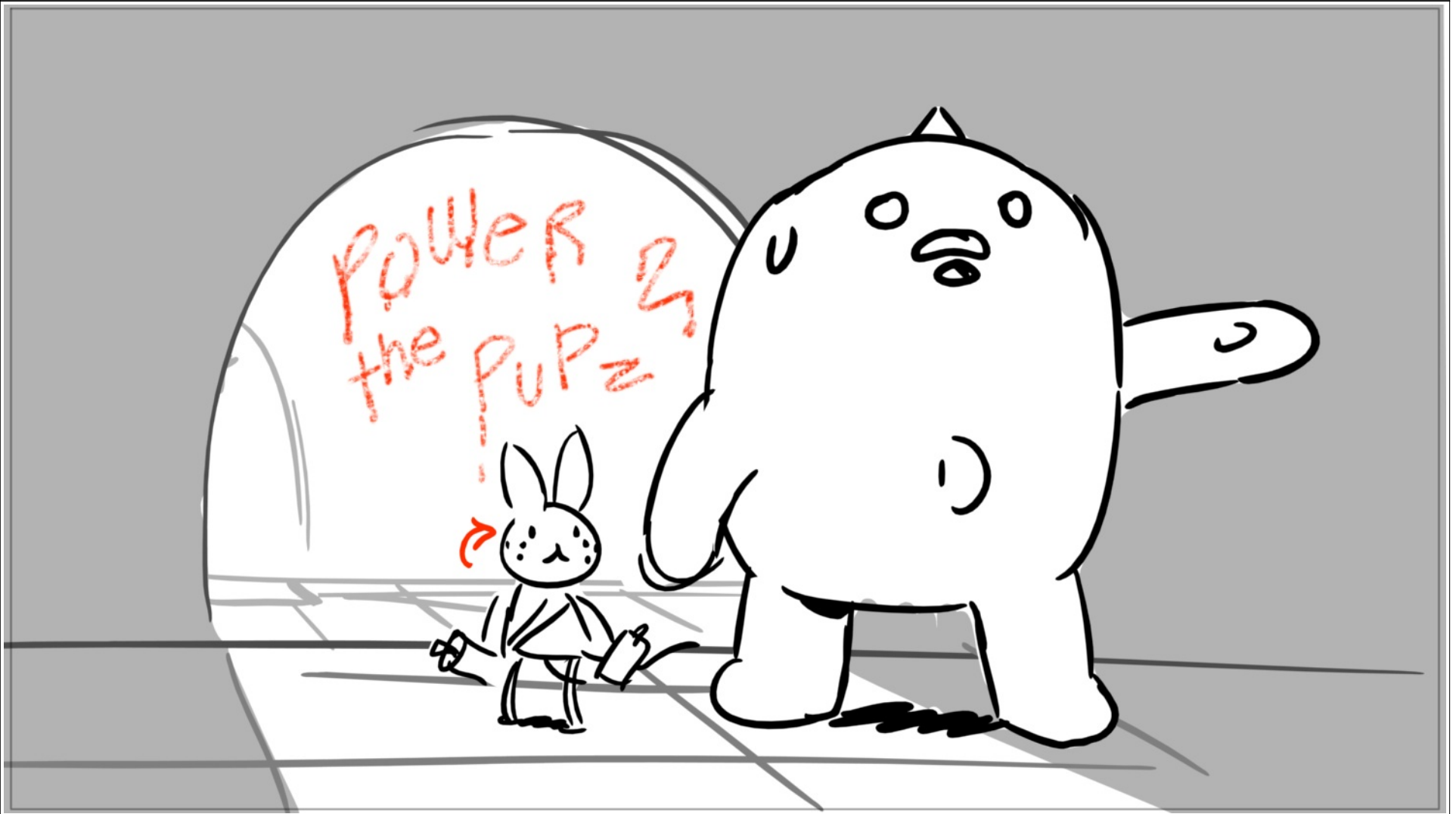
## Dialog

Guards (OS): By the order of Gibbon, find them!



Dialog

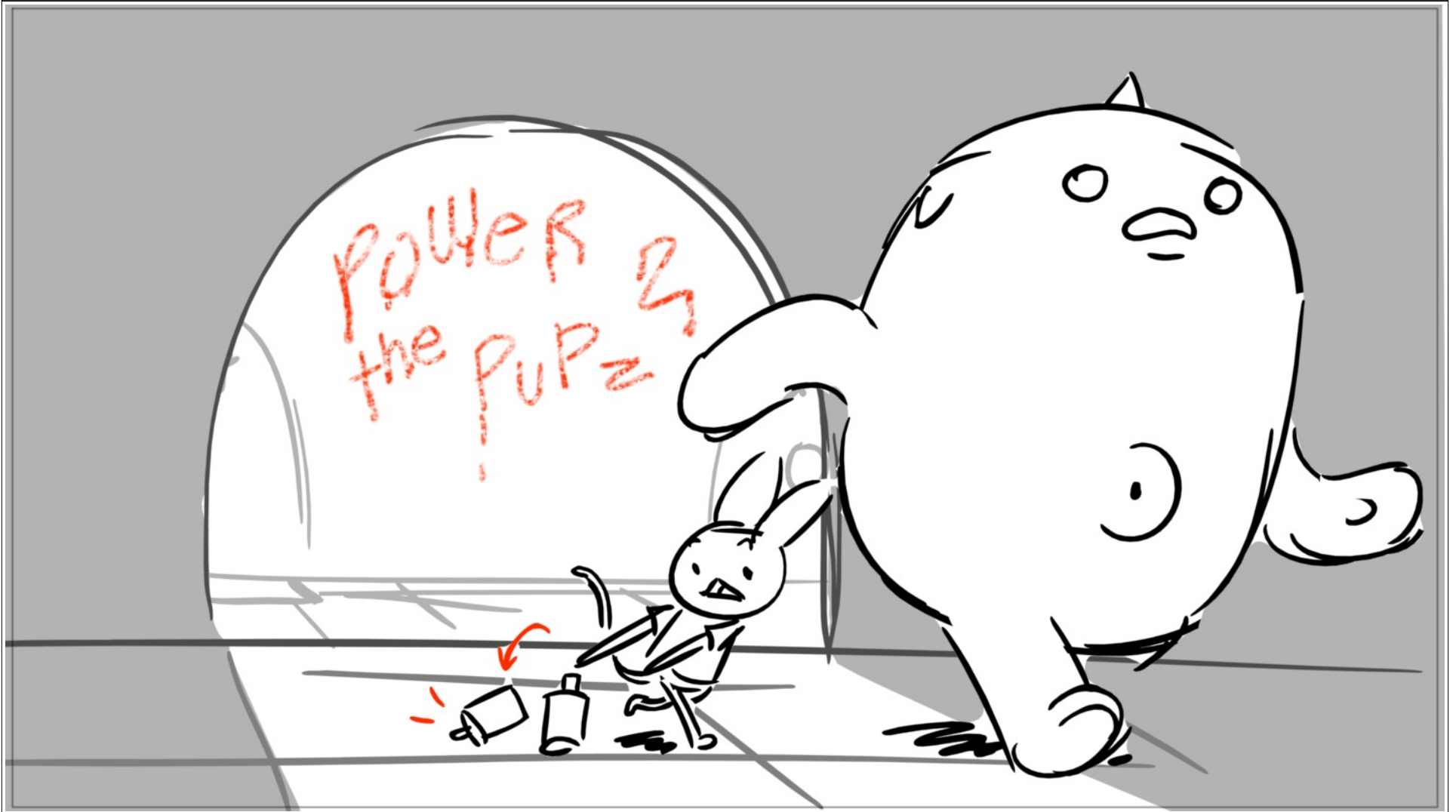
SFX: (distant footsteps)

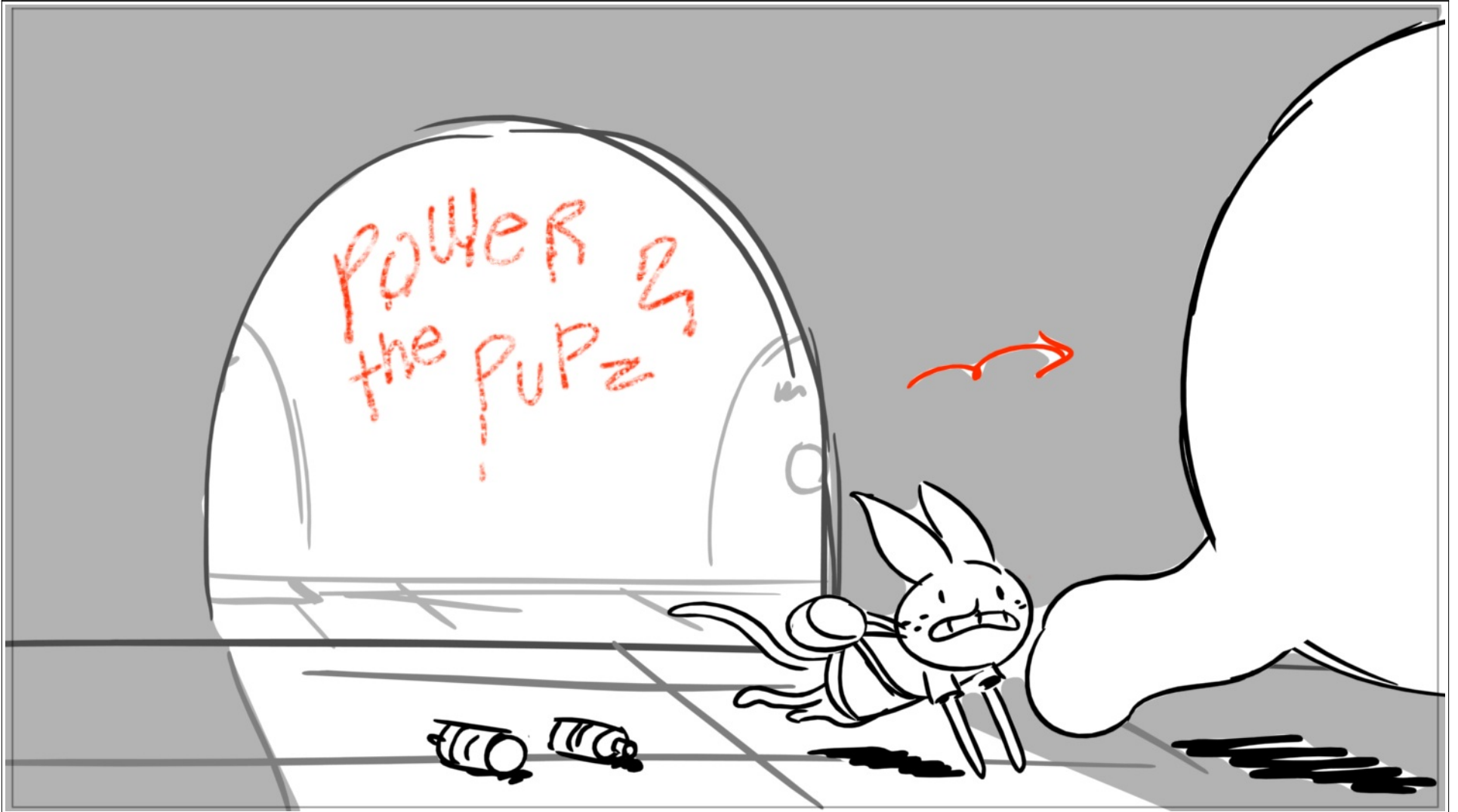


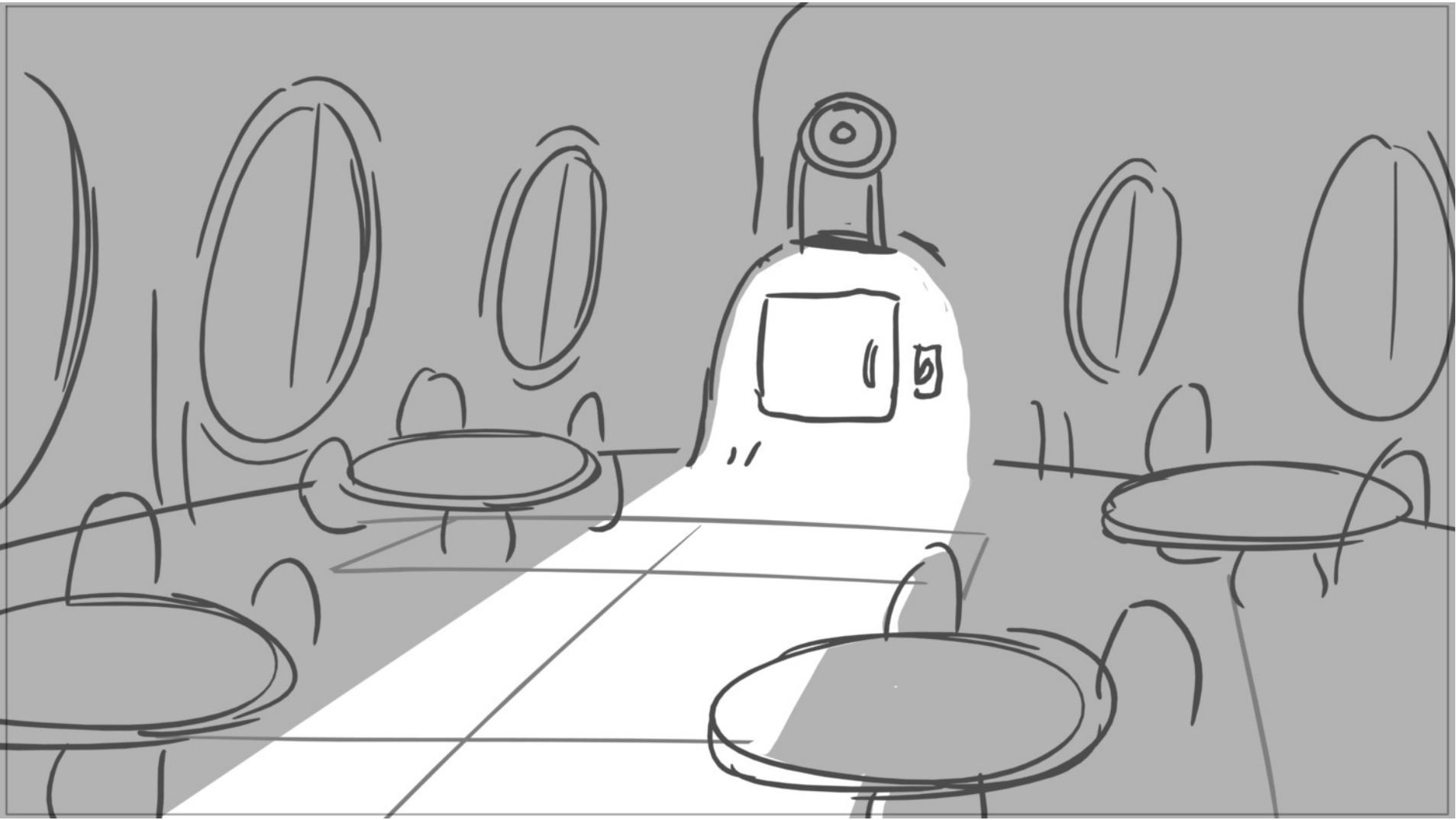
Dialog

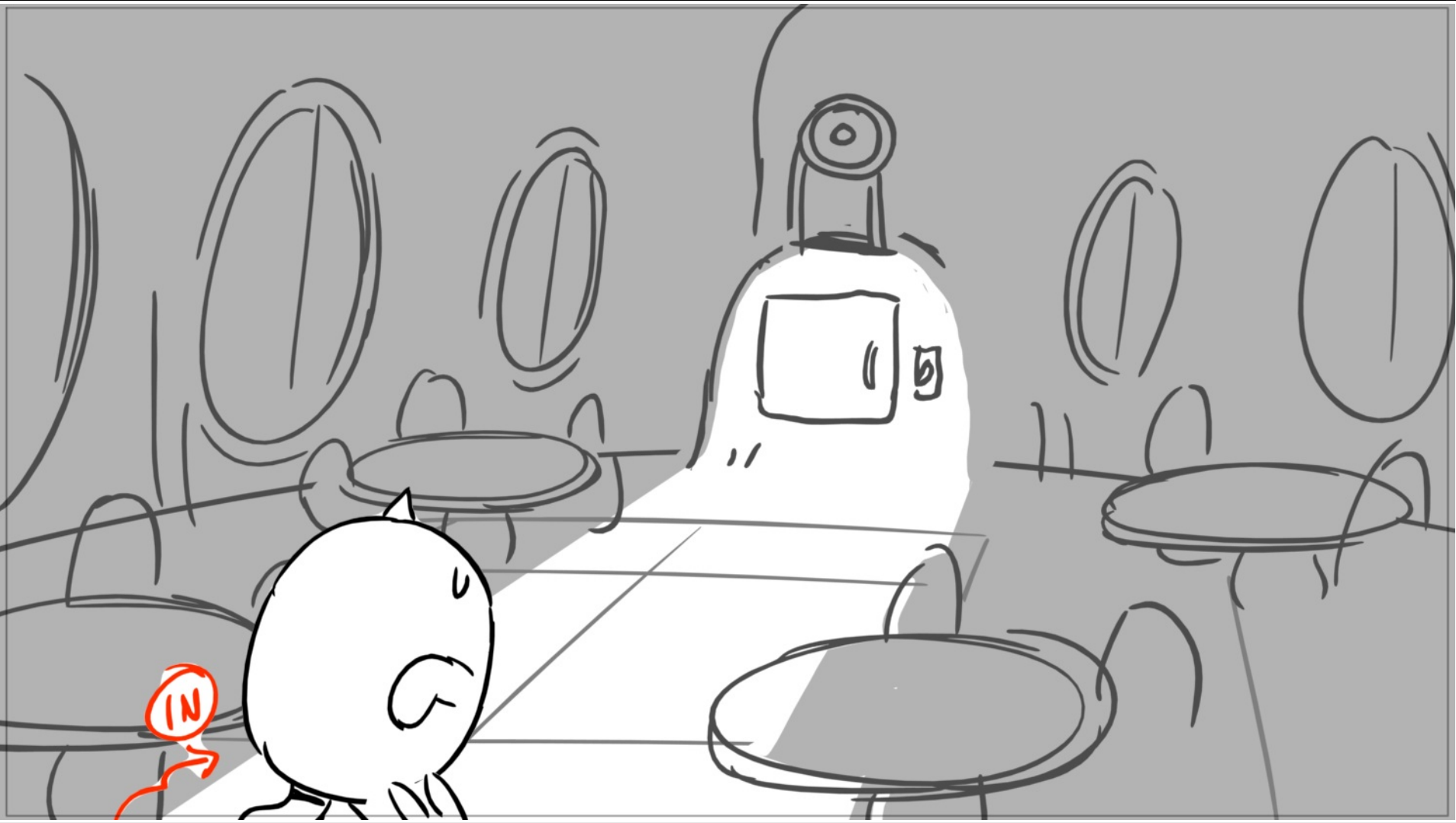
B: This way!

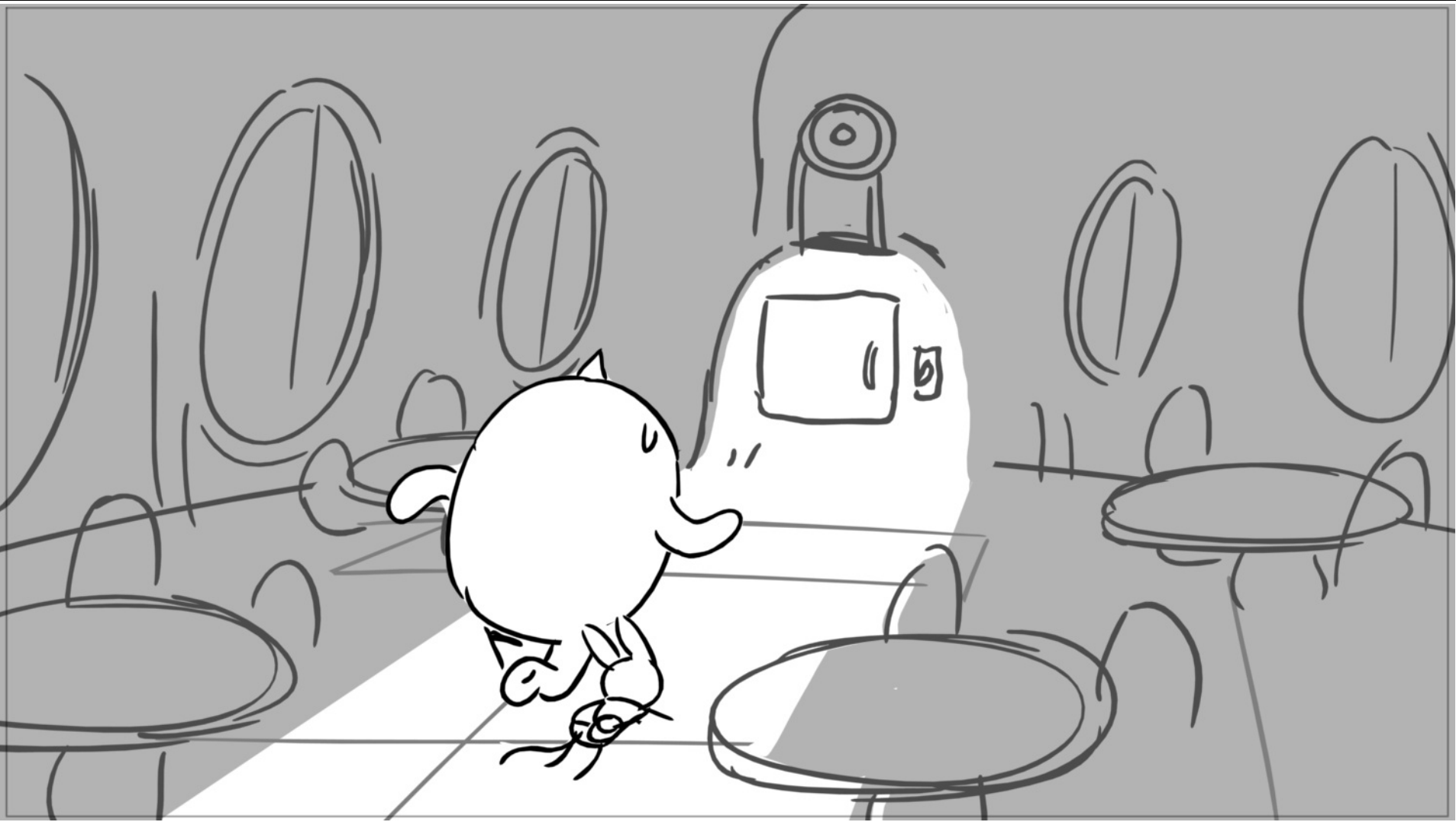












Scene

003

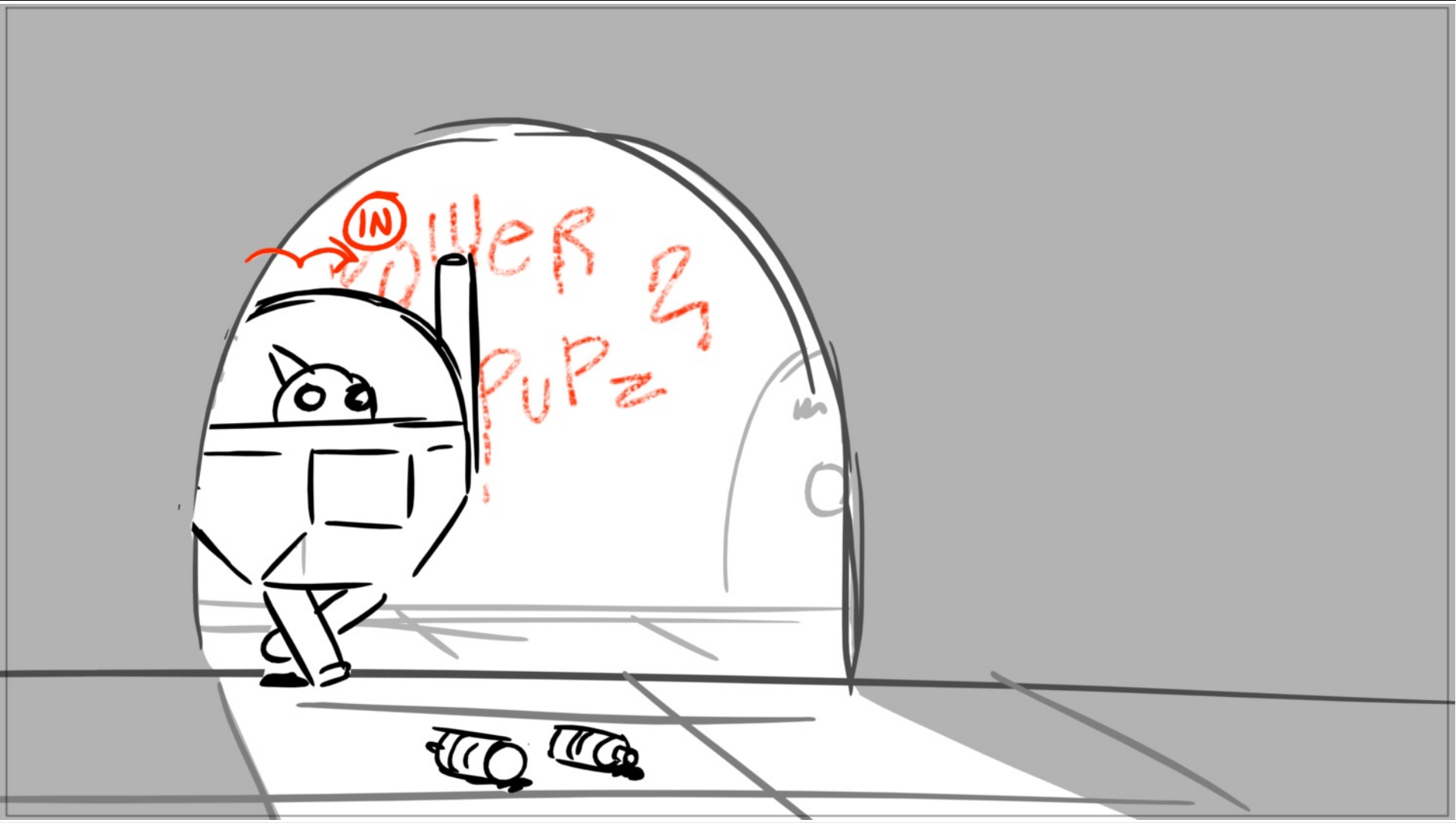
Panel

1



Dialog

SFX: (running footsteps)

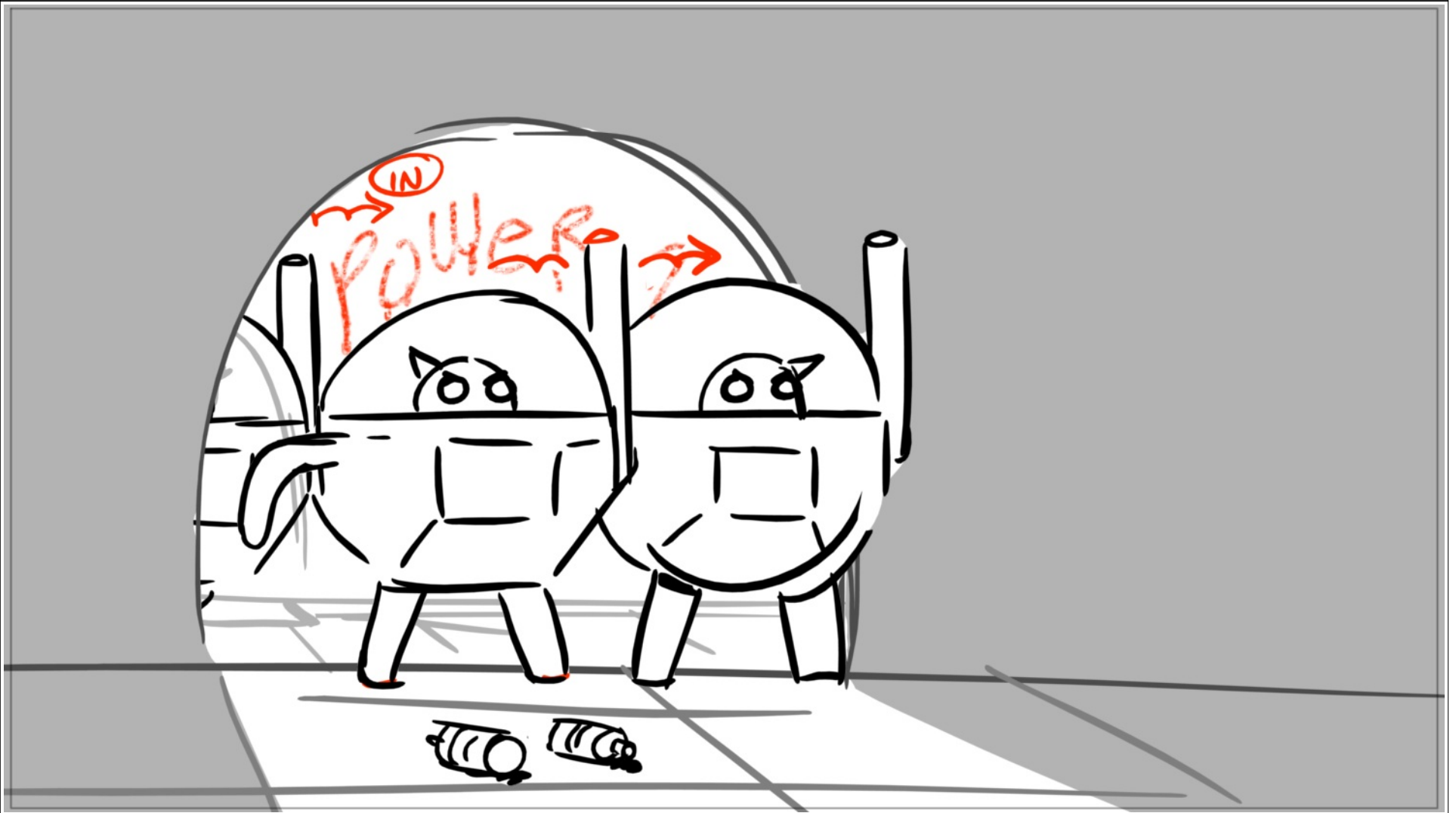


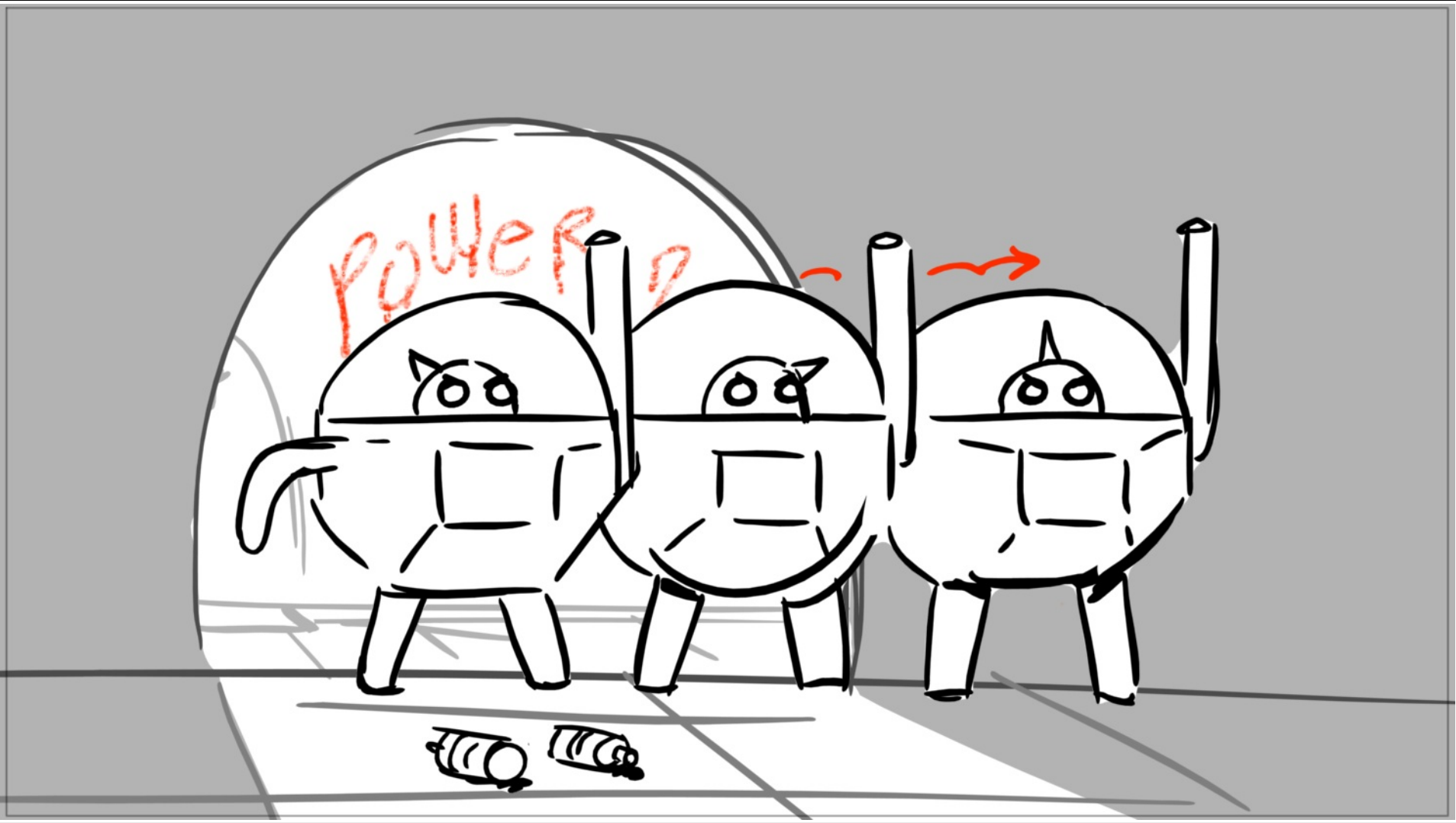


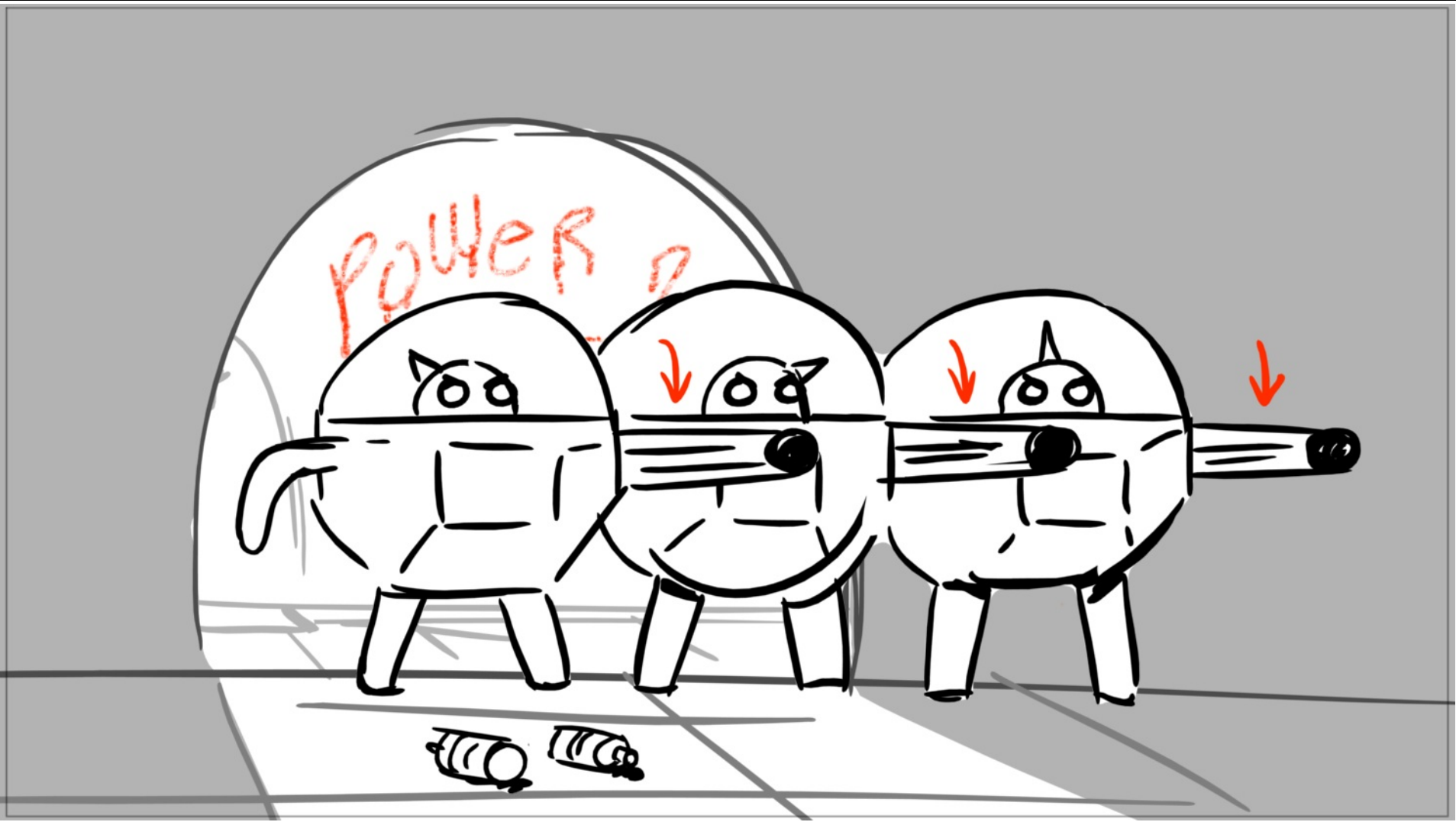
Dialog

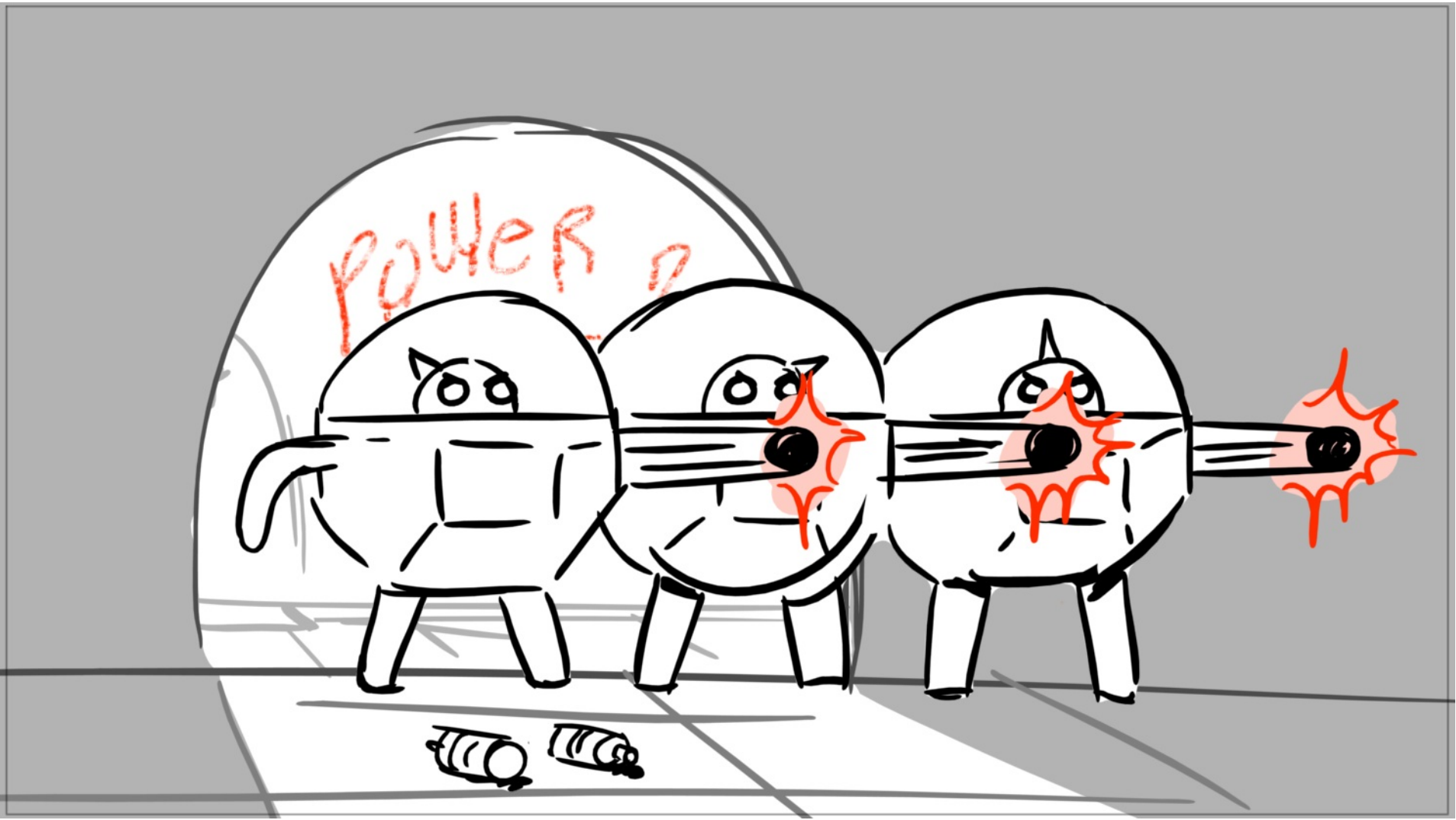
Guard: STOP!











Scene

004

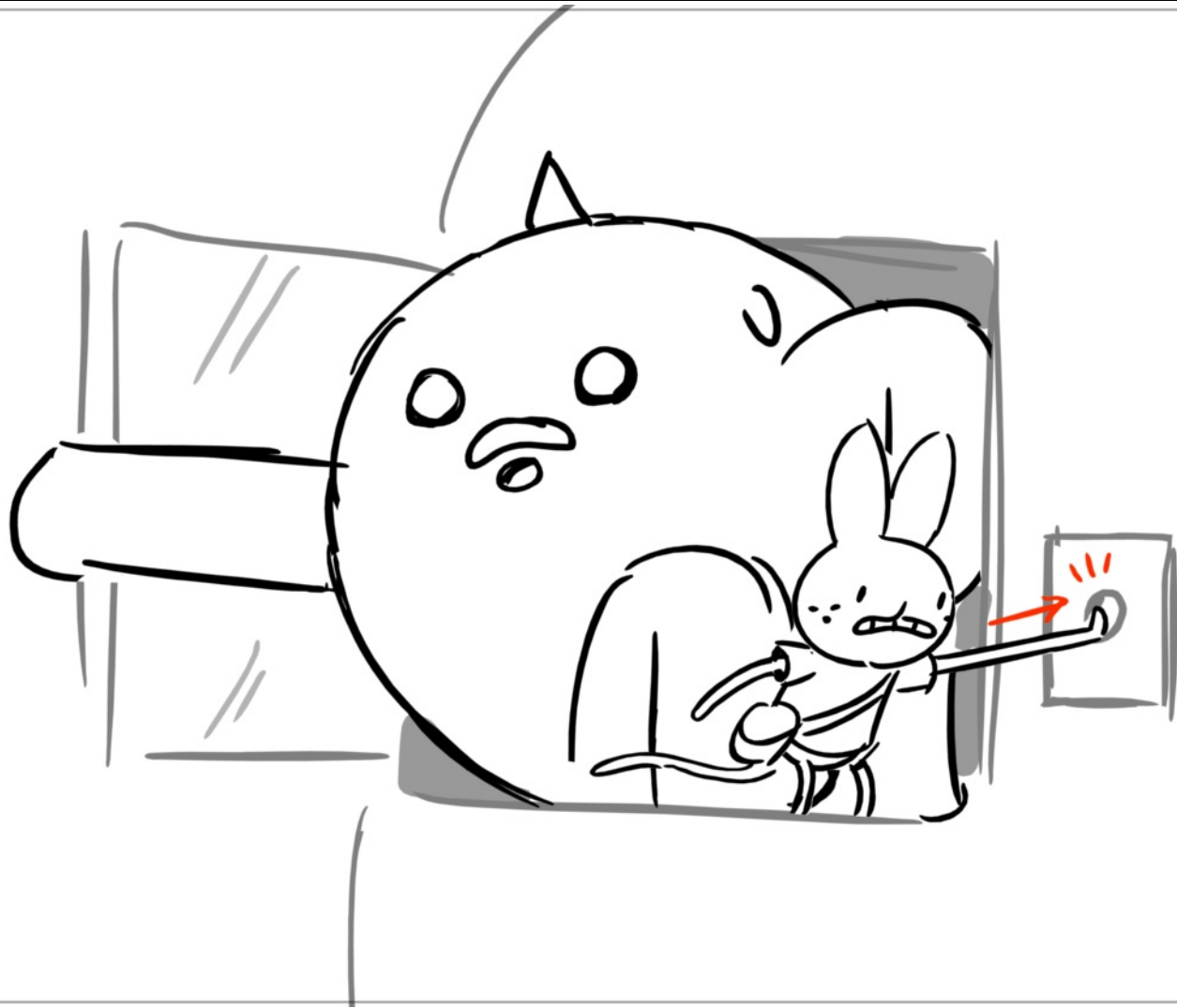
Panel

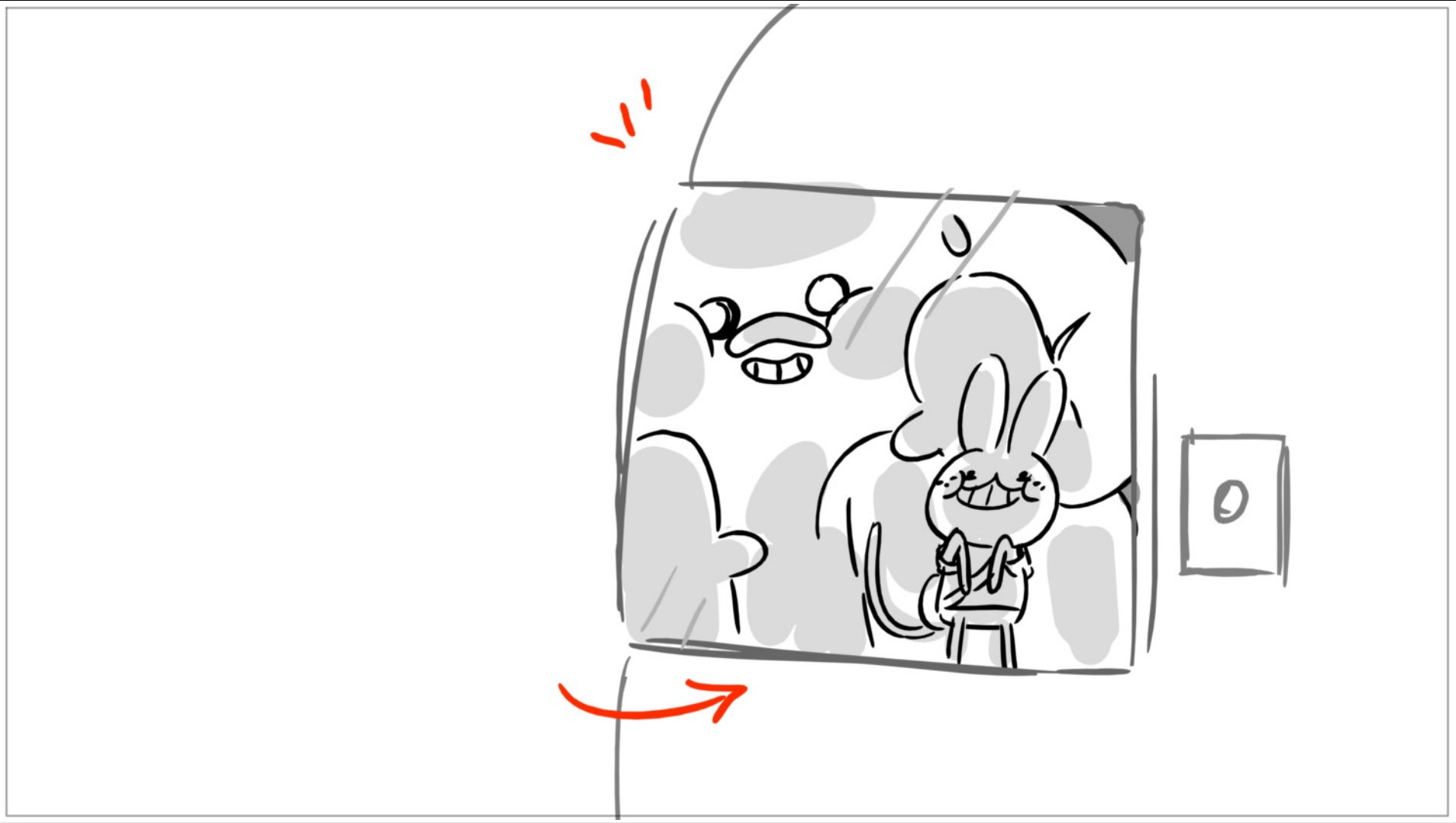
1

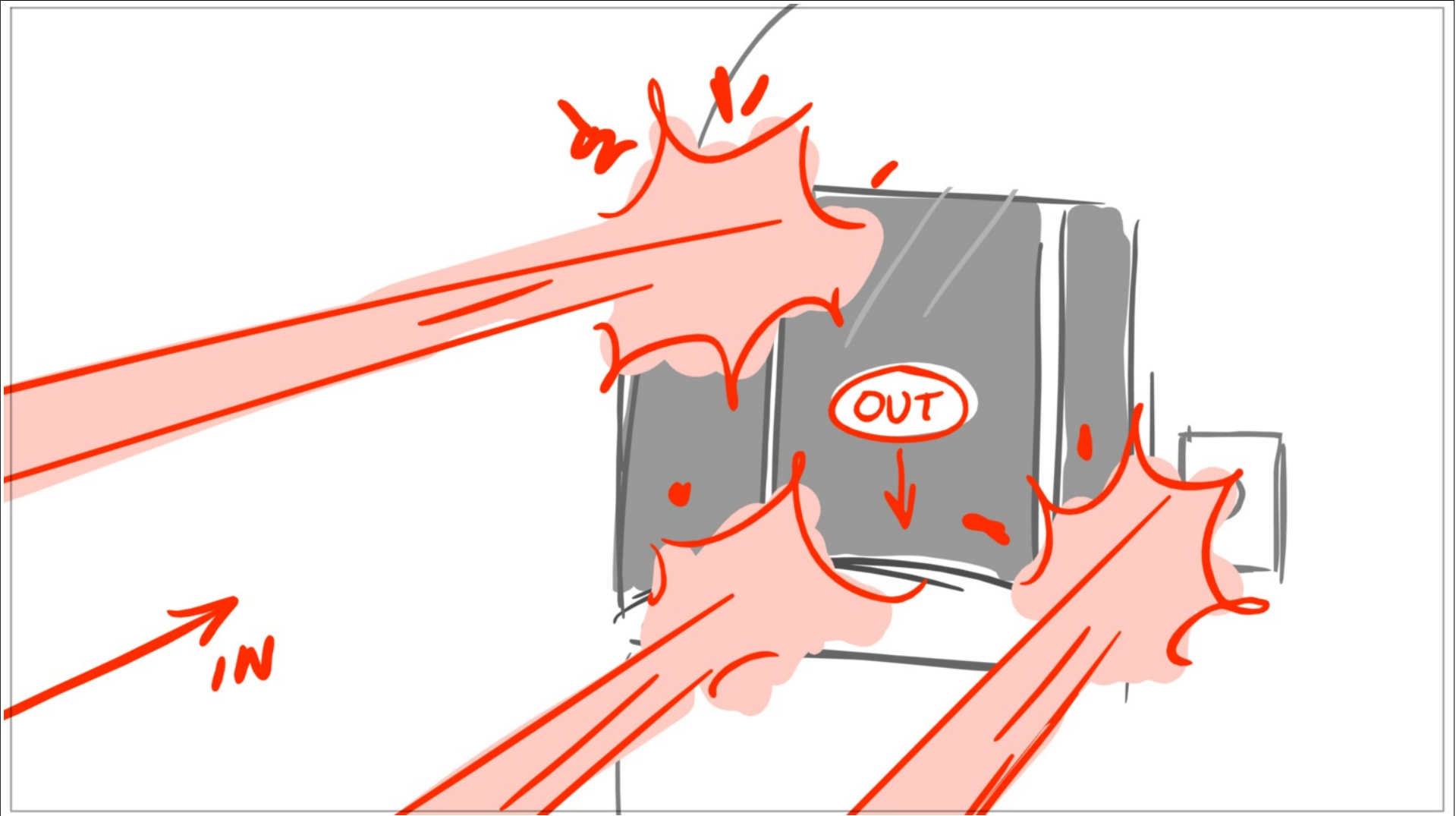


Dialog

S&B: (gasp)



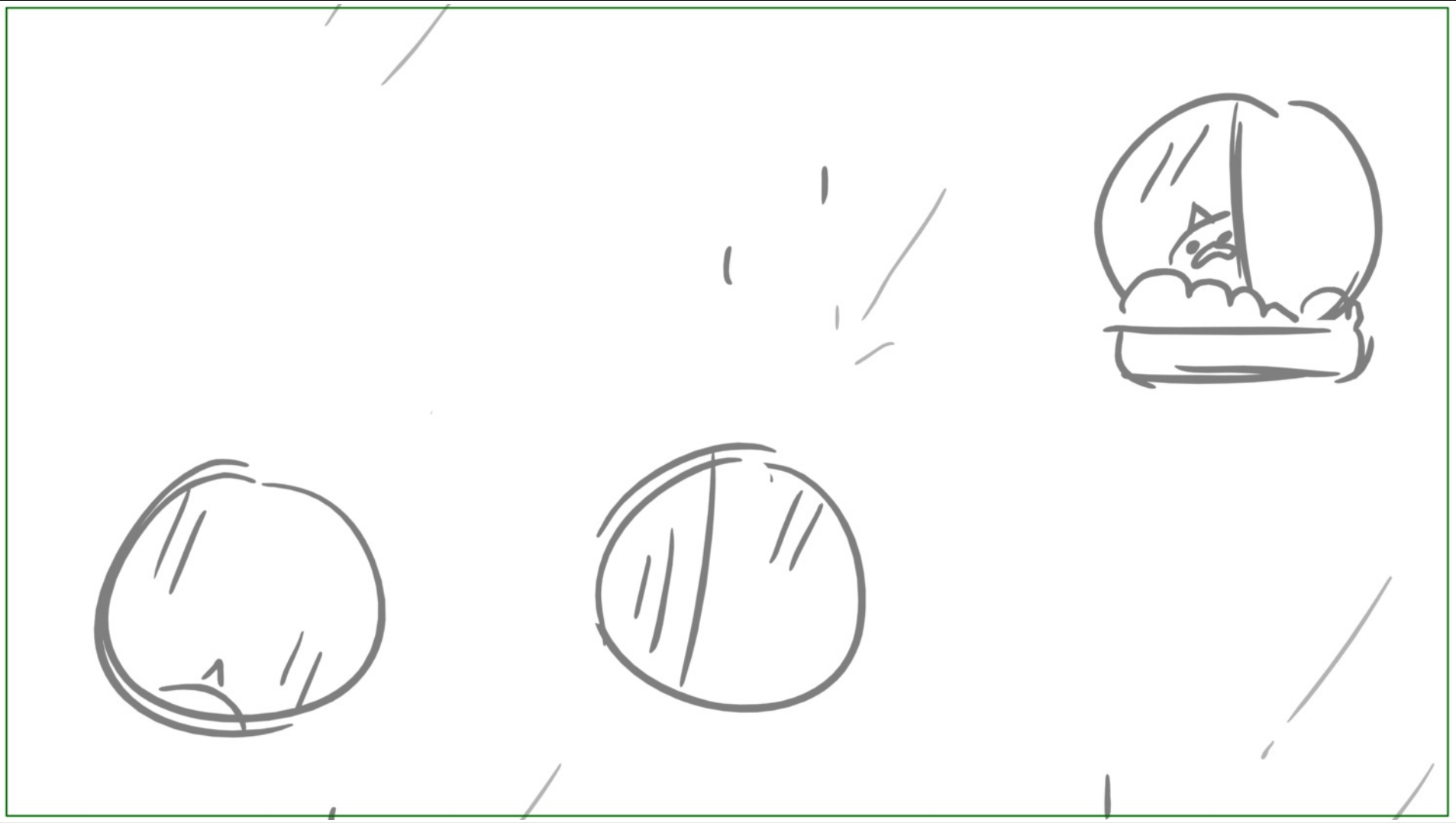


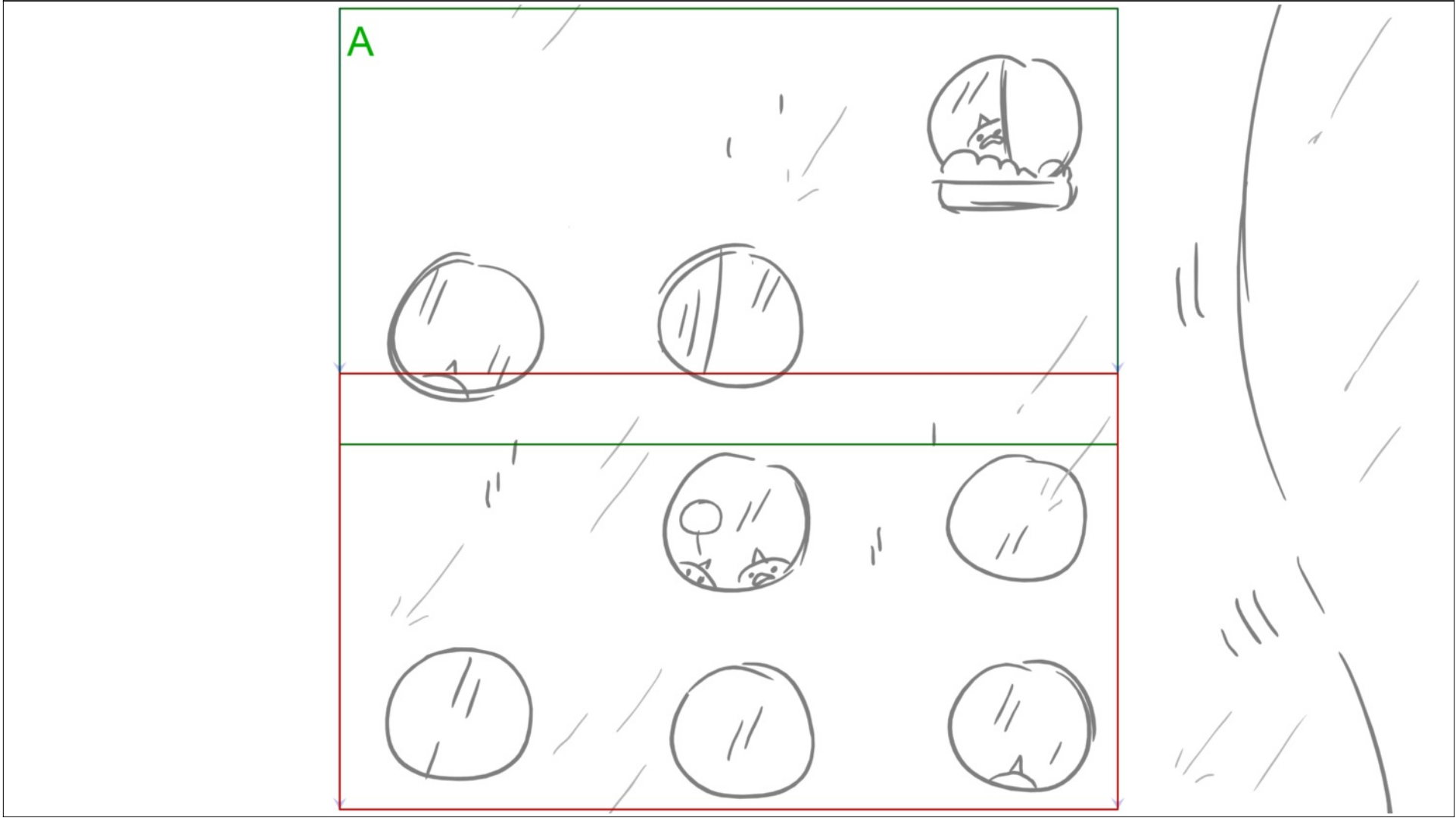


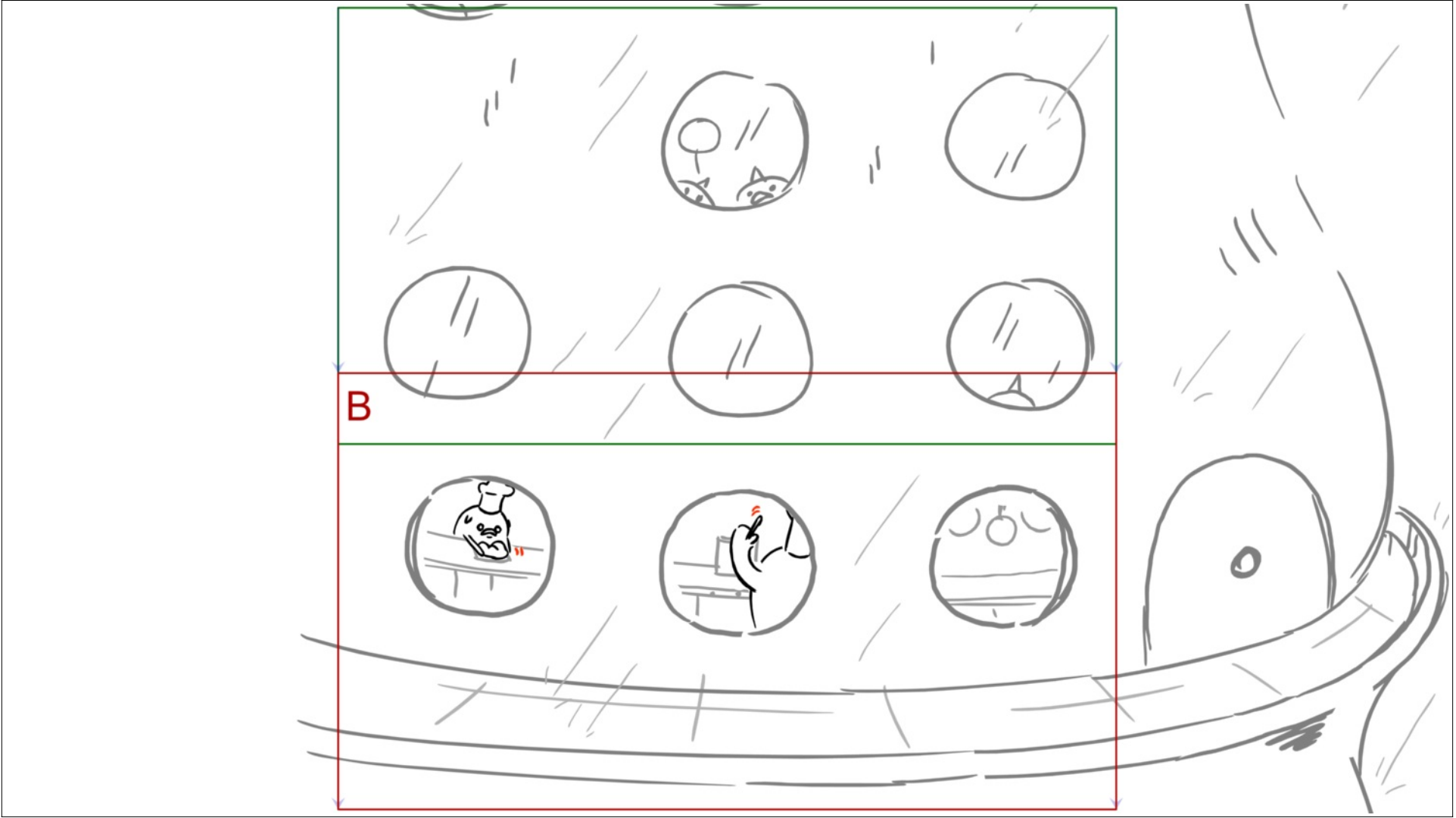
Dialog

Guard: Grrrr!







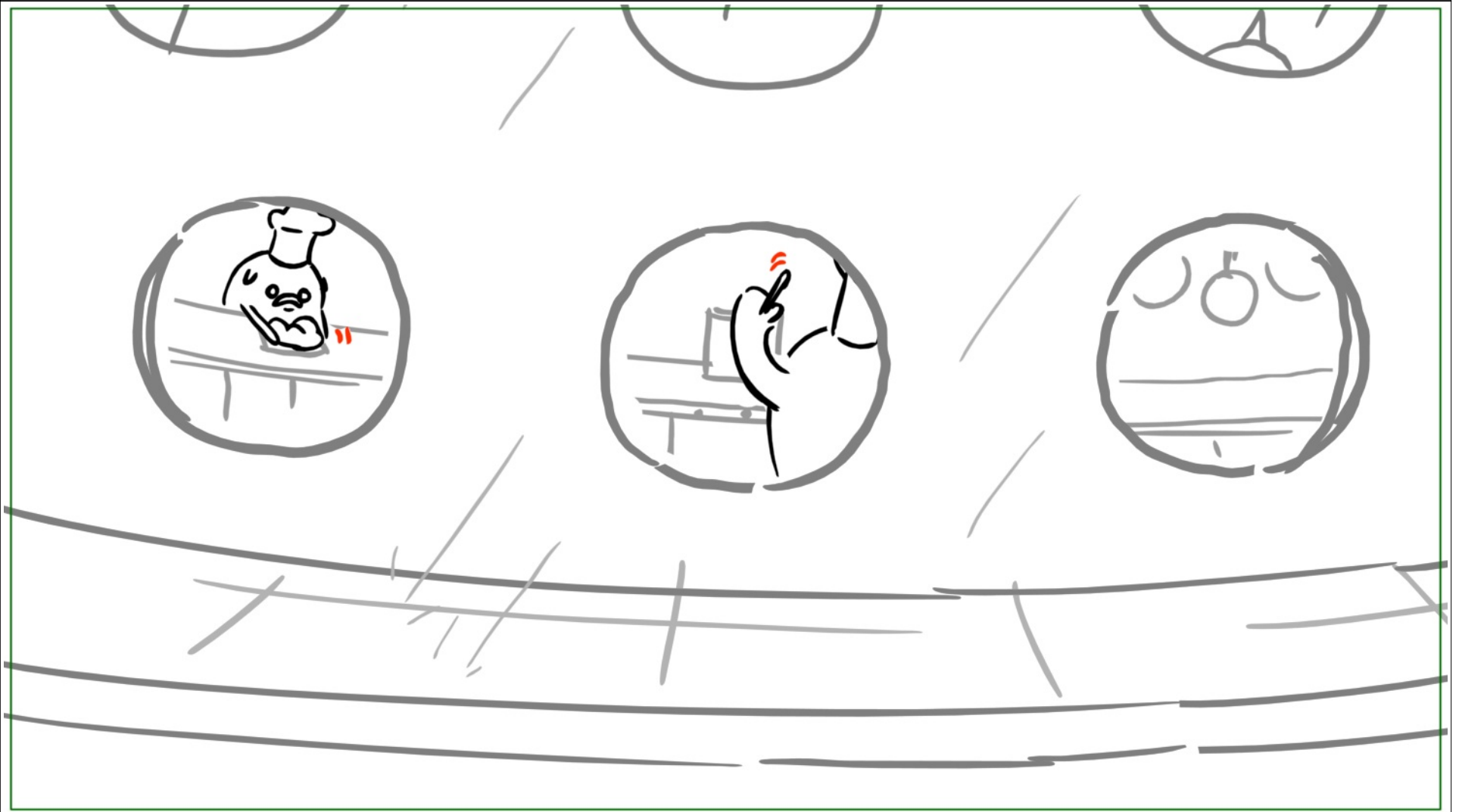


Scene

005

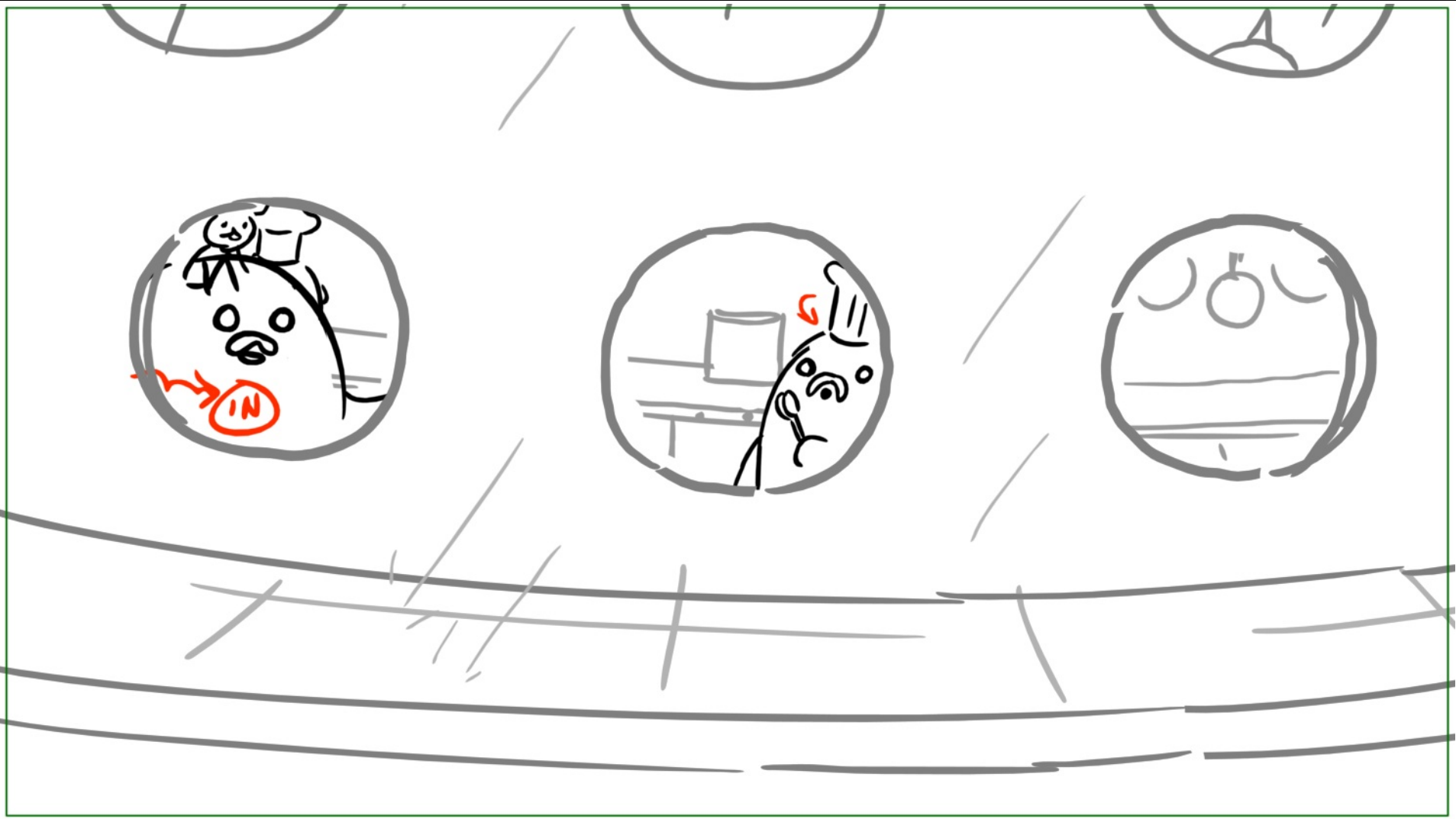
Panel

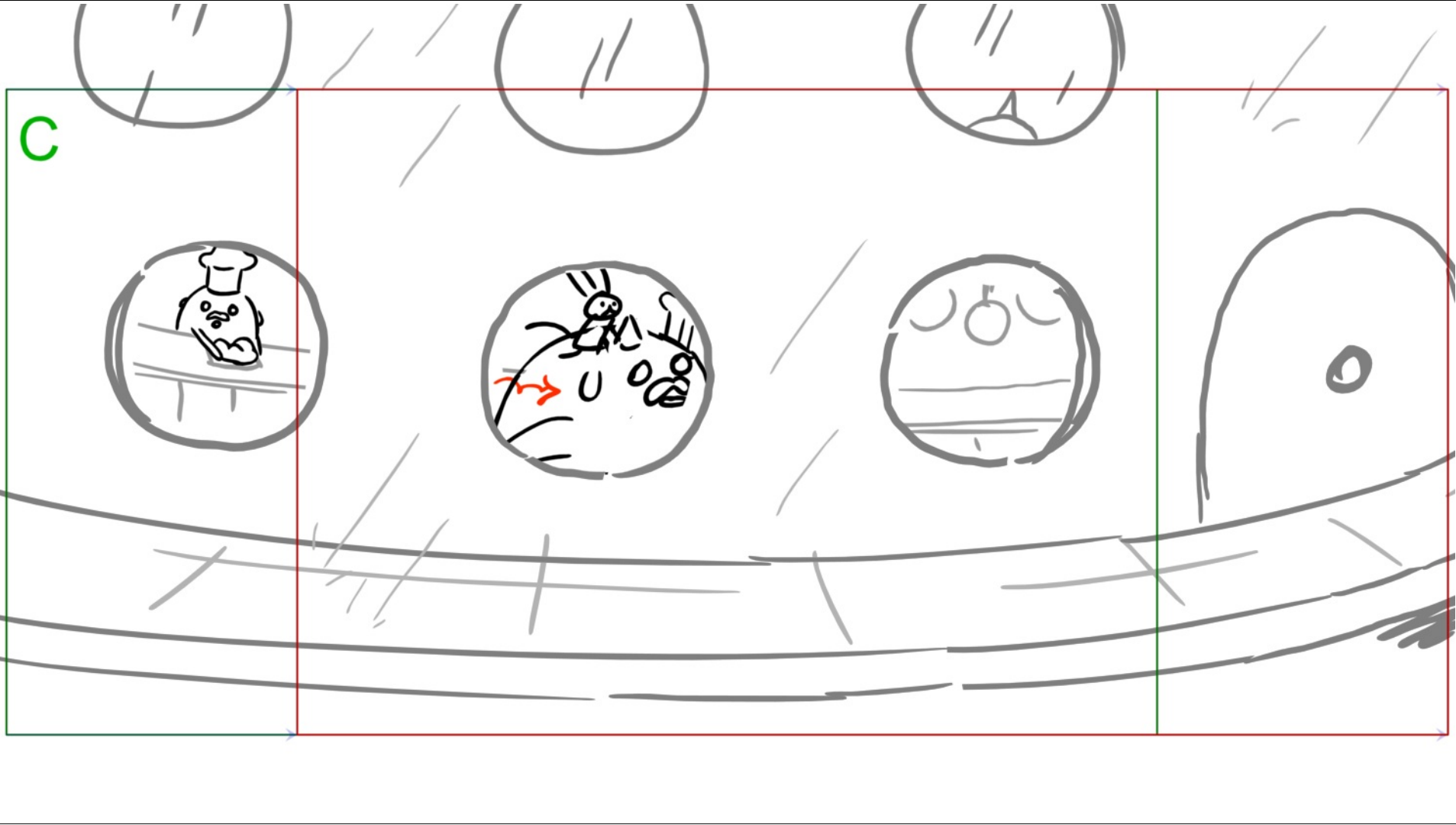
4

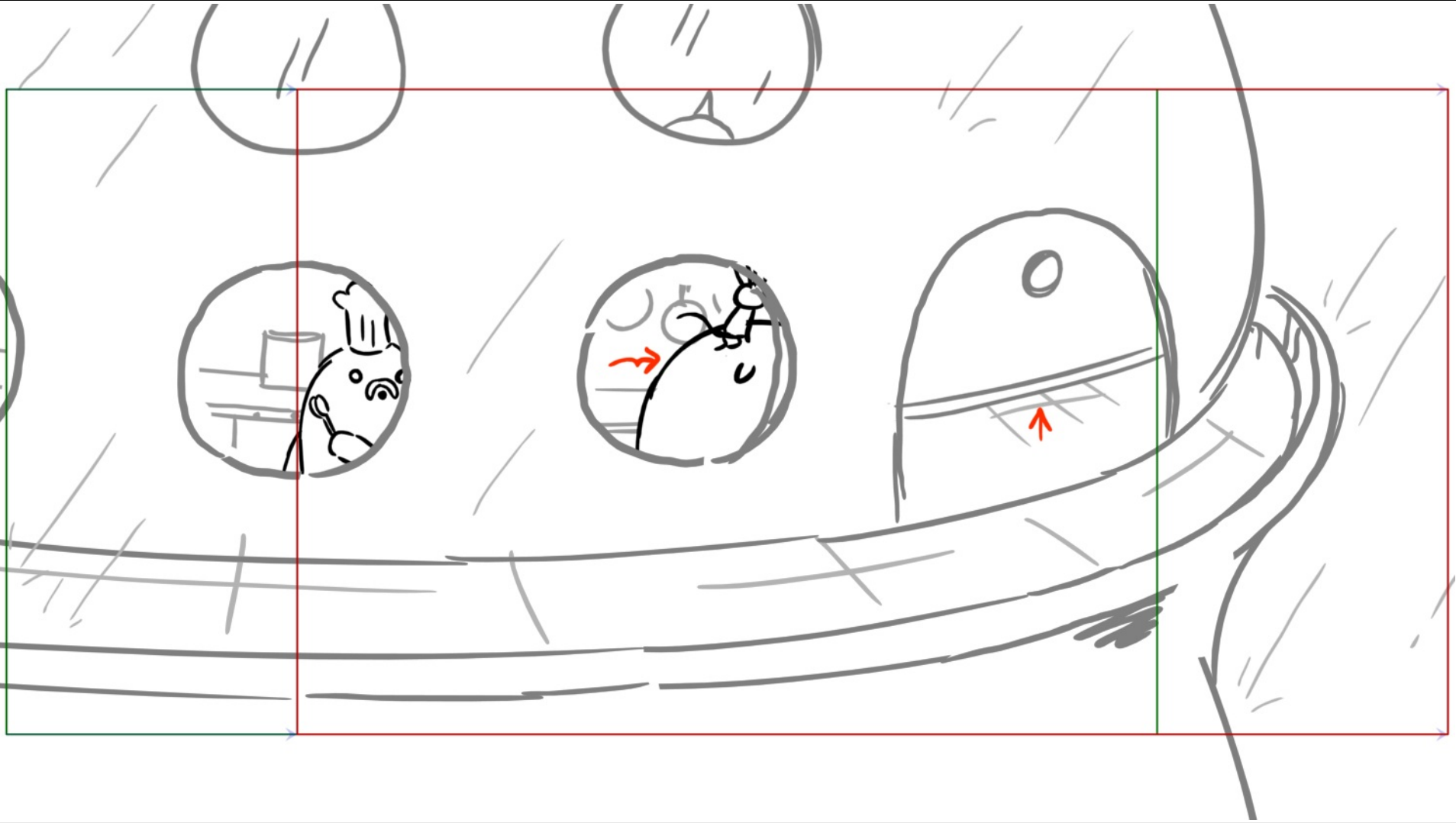


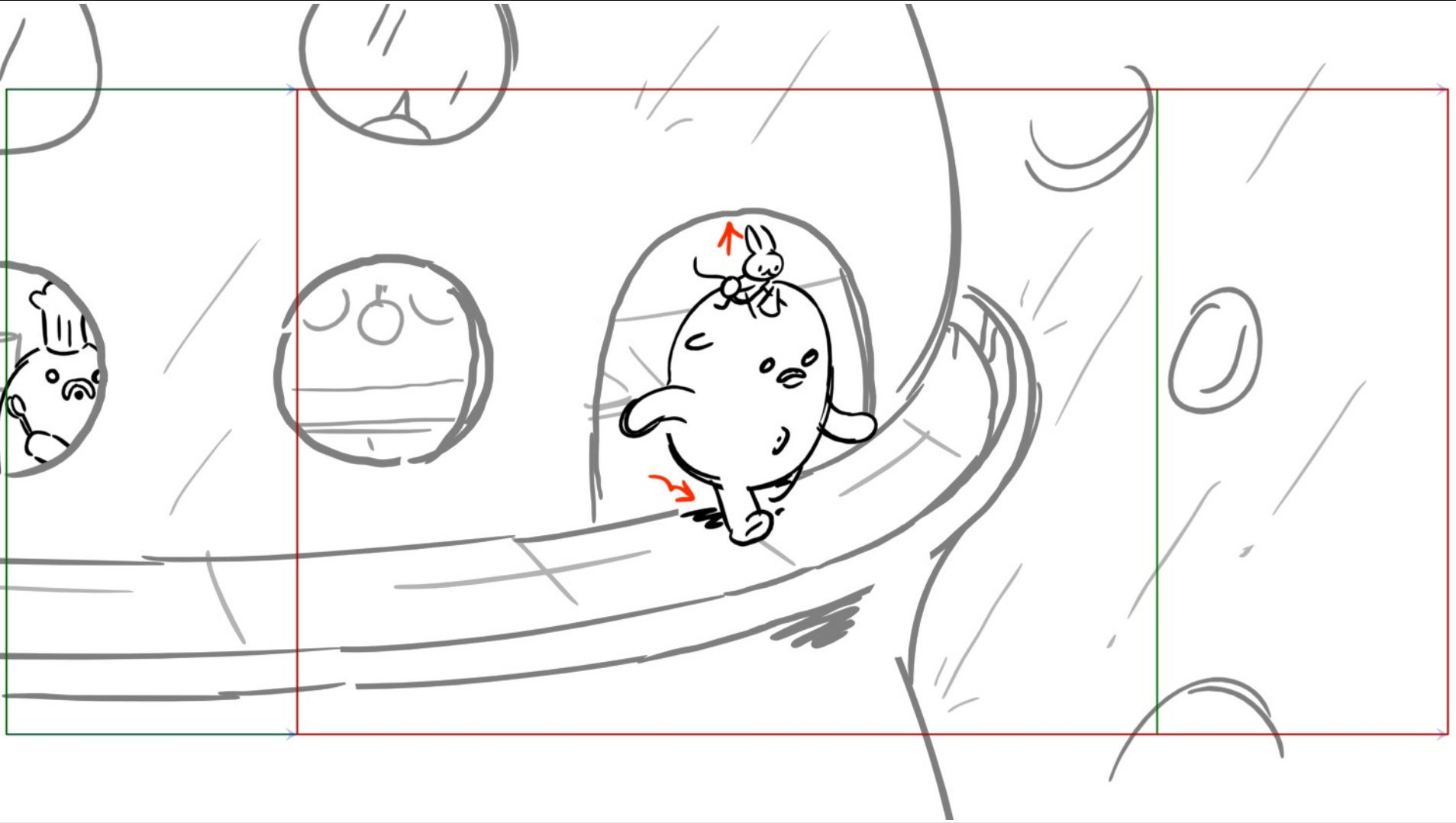
Dialog

SFX: (dumbwaiter dings)

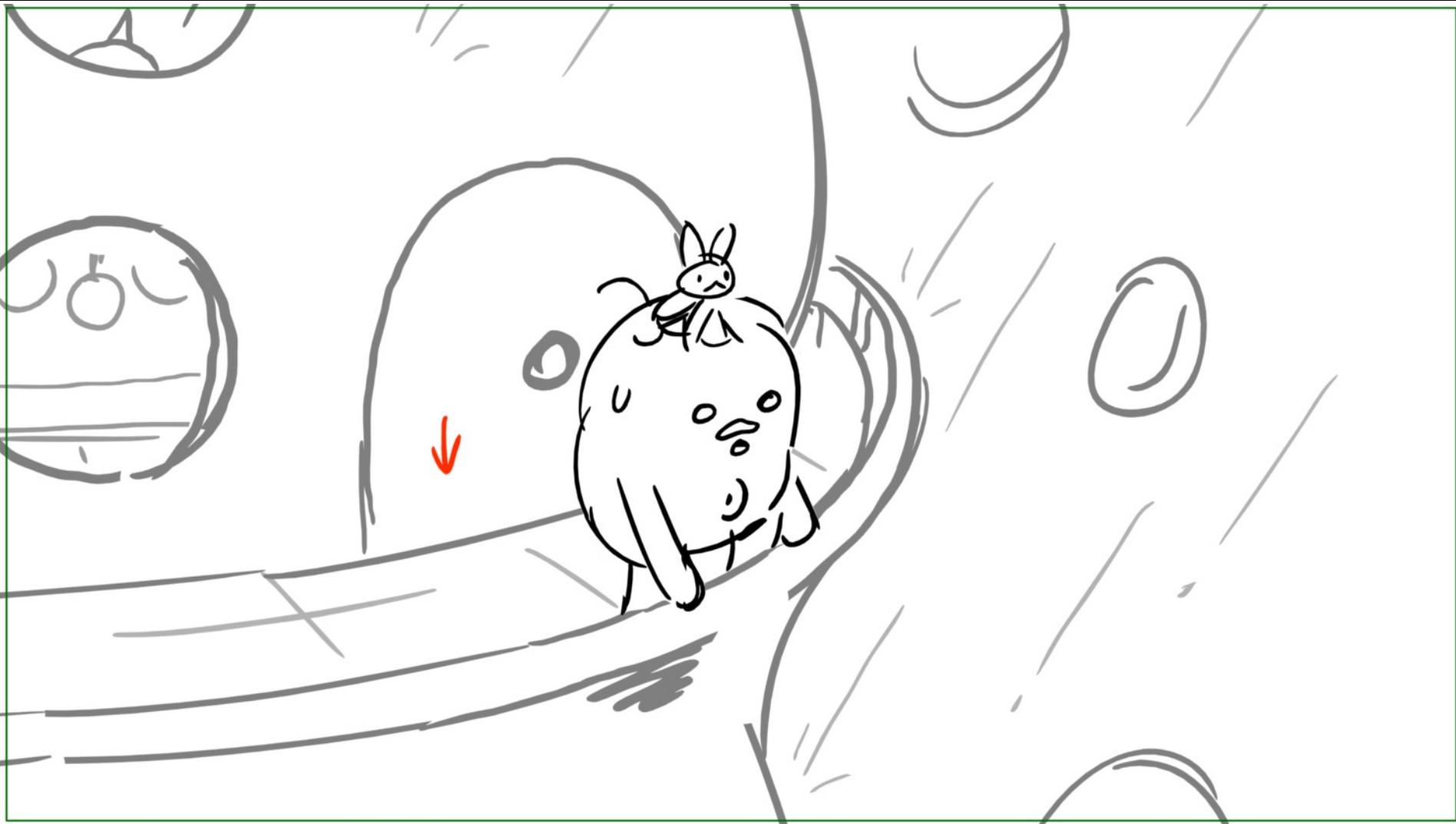


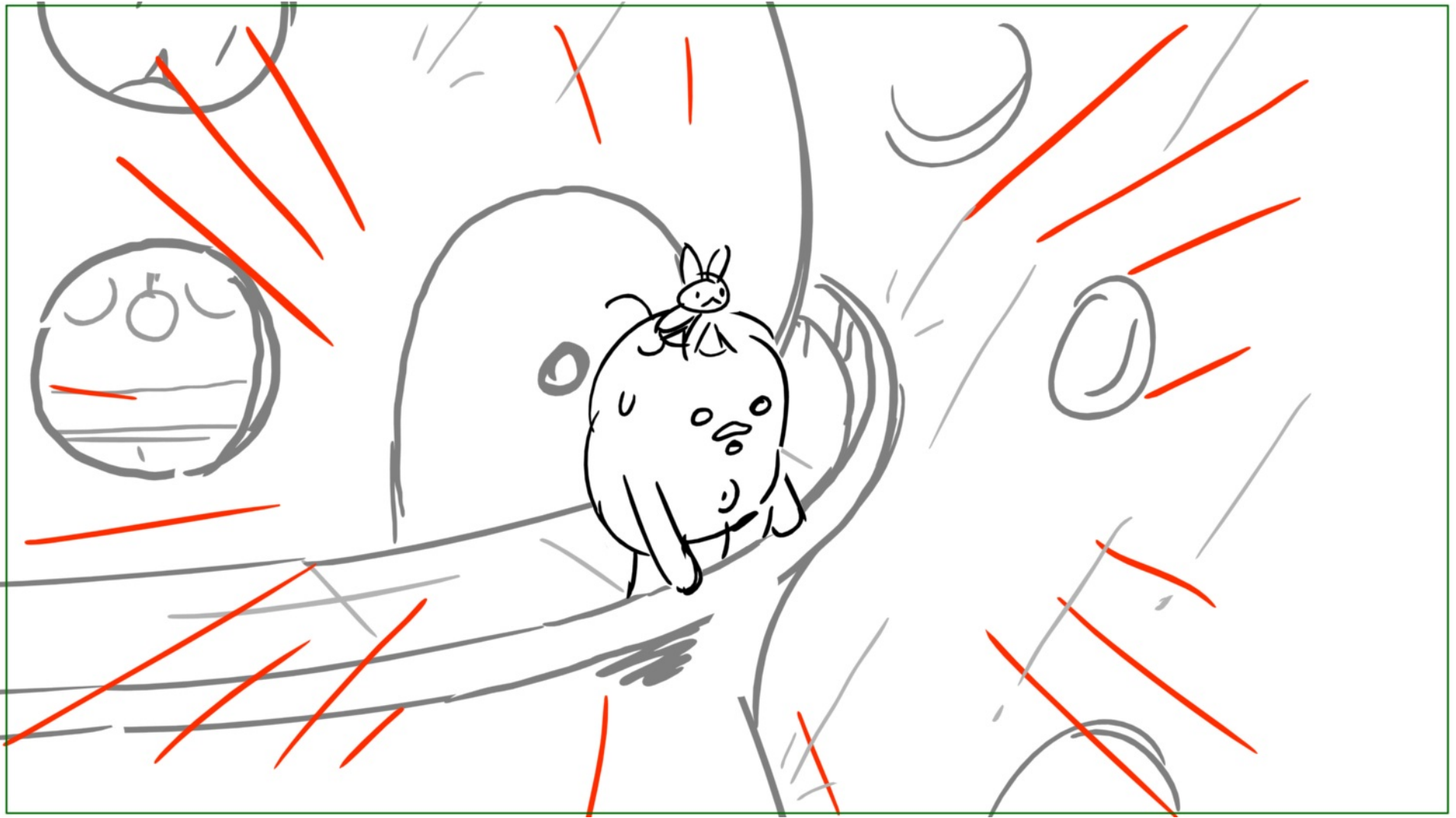


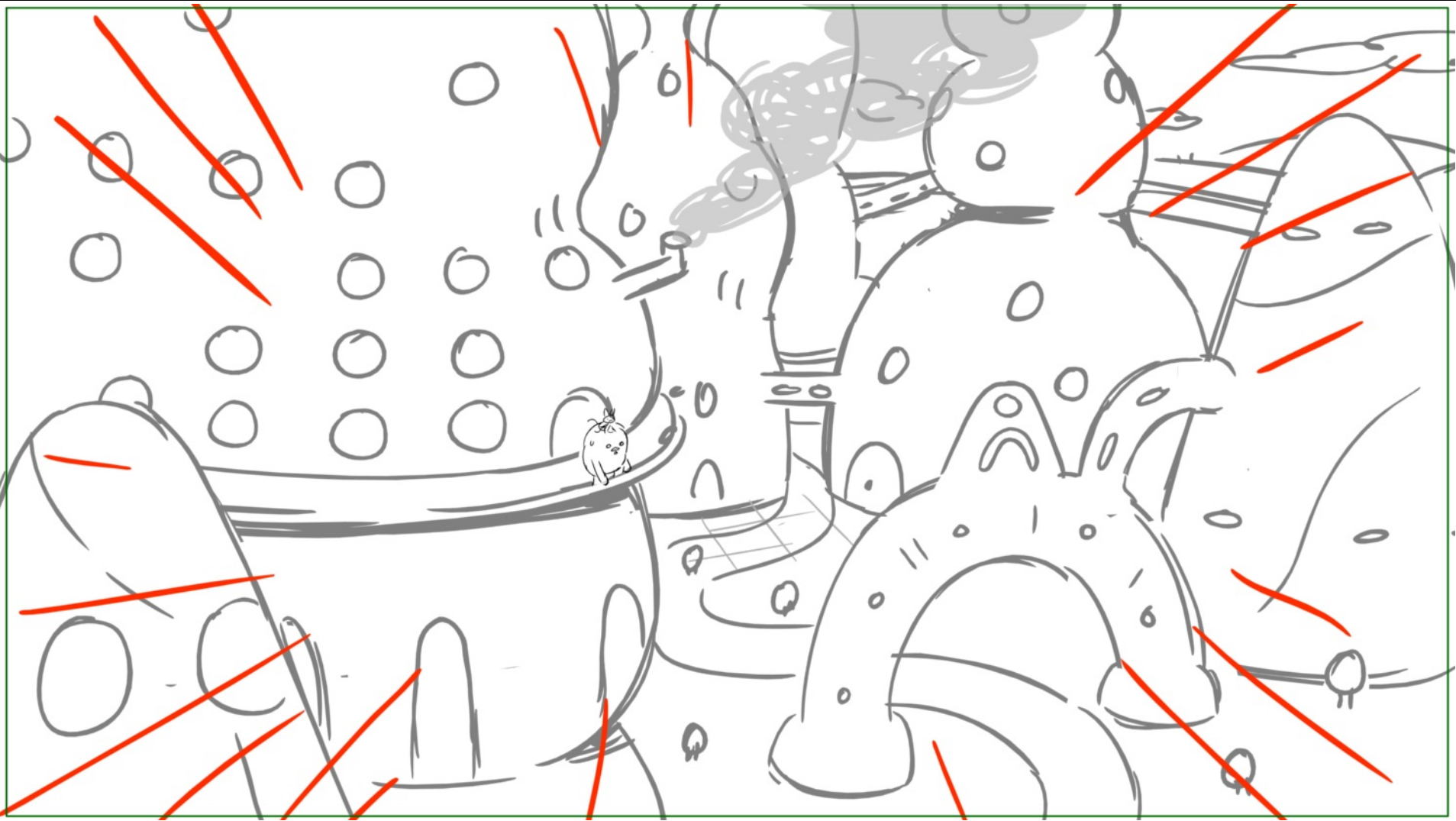


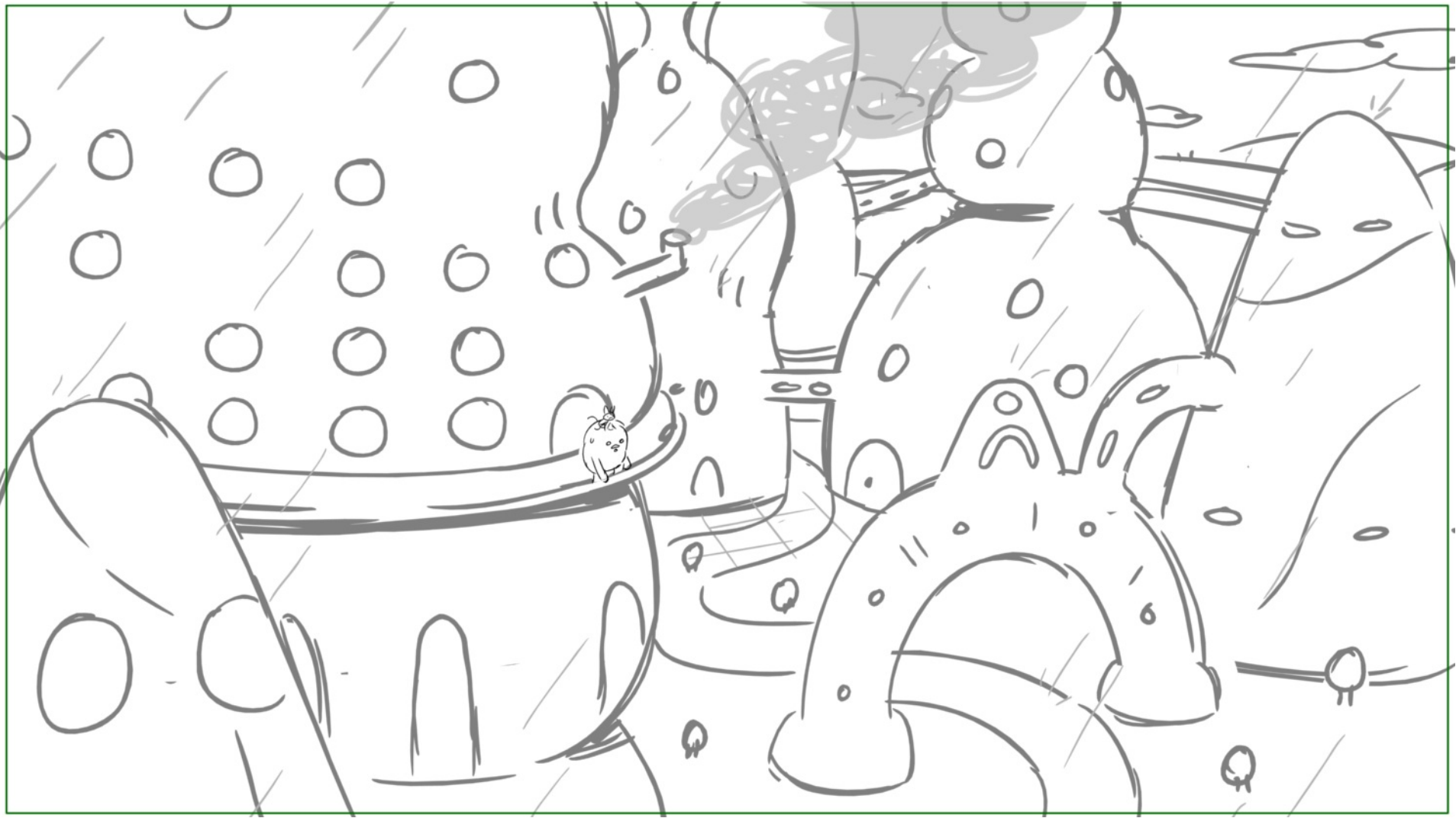


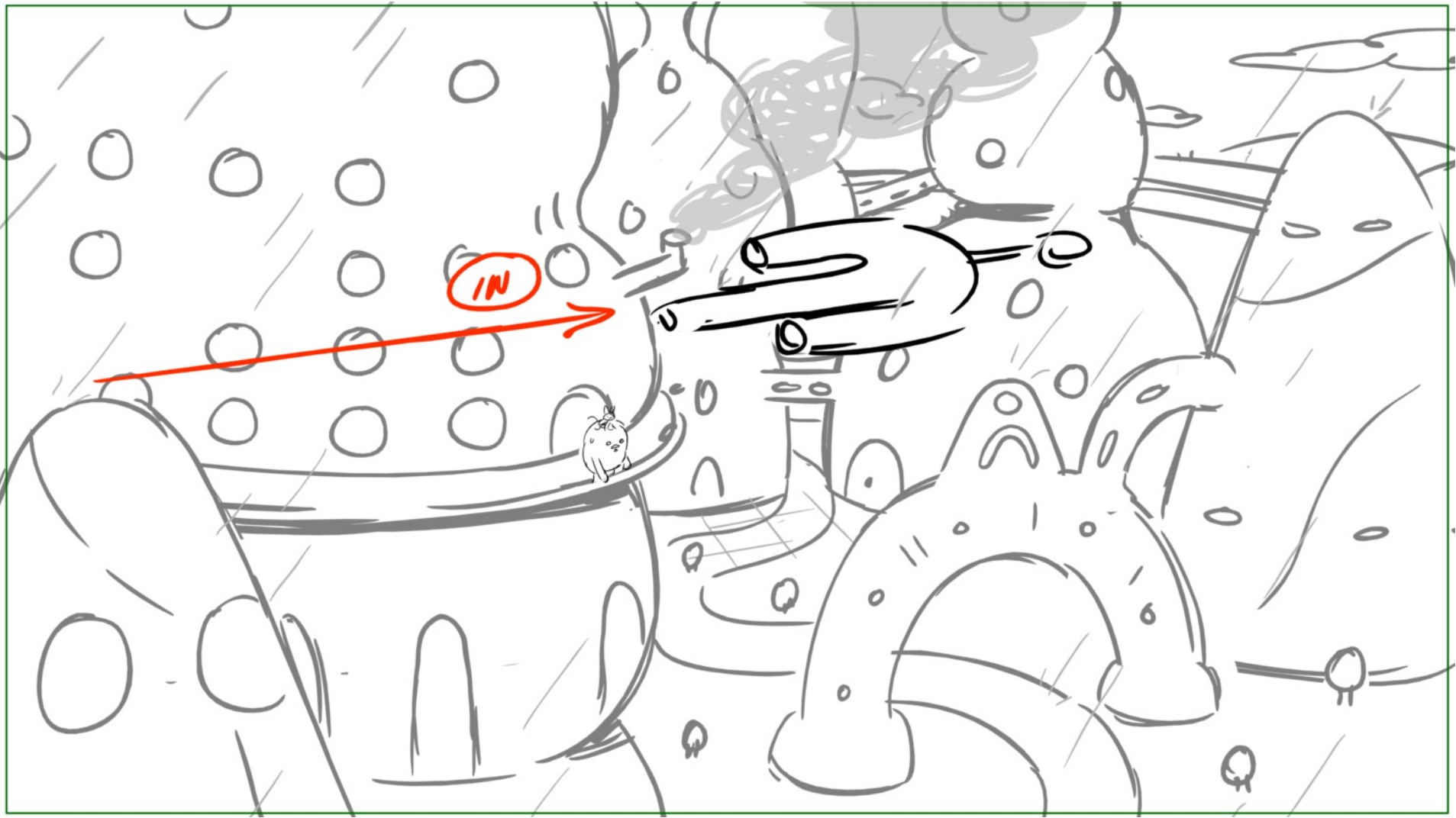




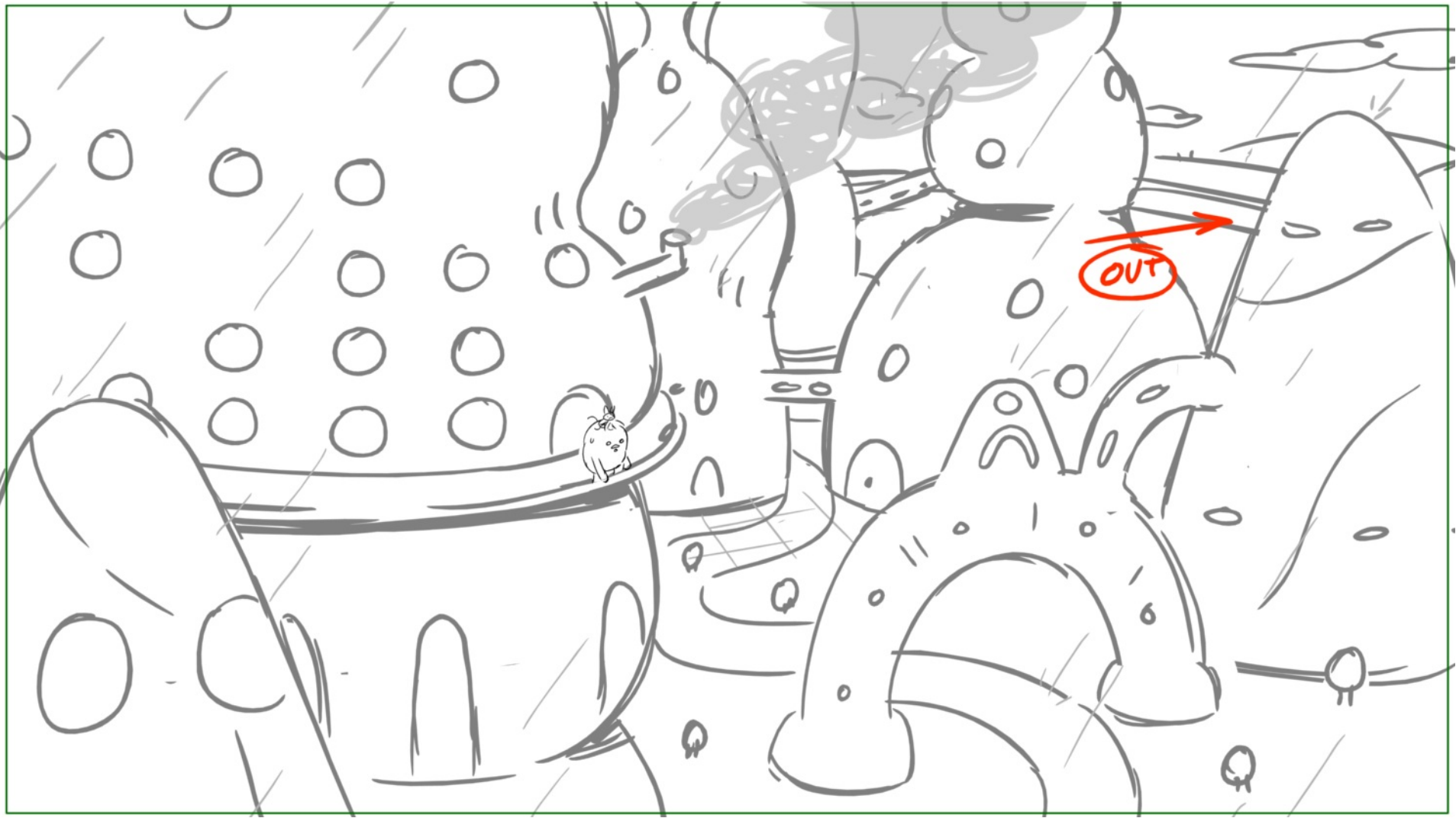










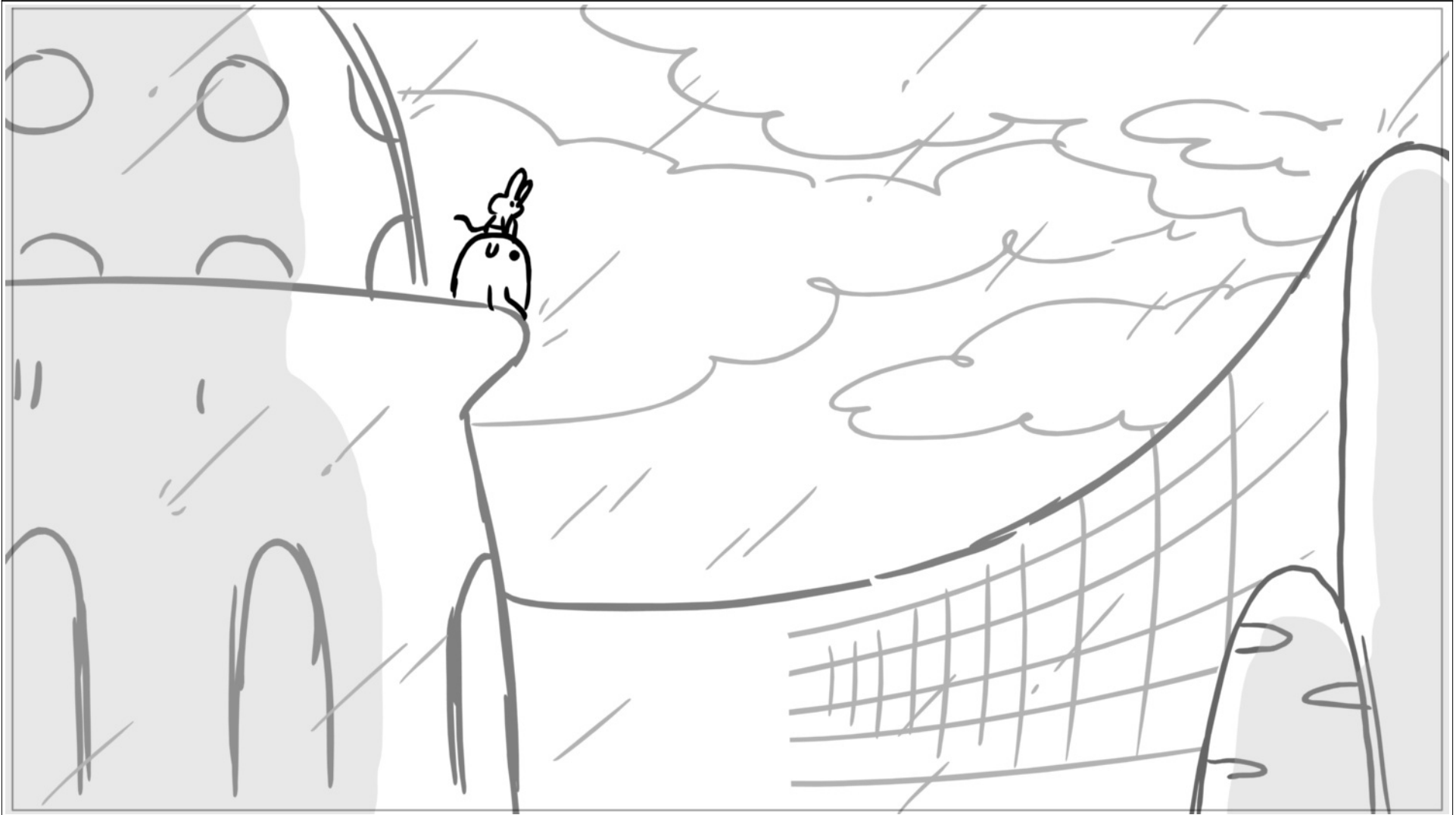


Scene

006

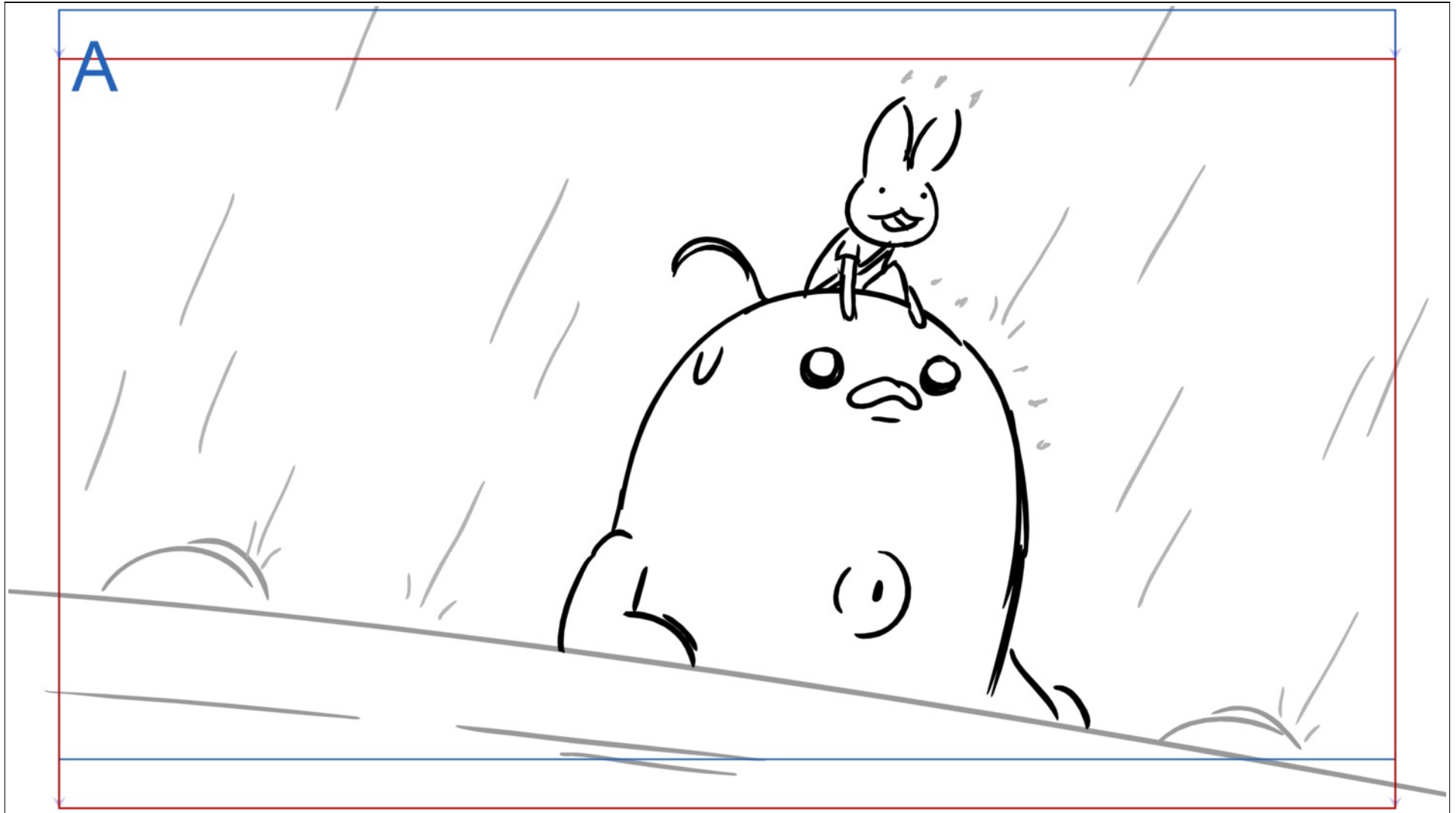
Panel

1



Dialog

B: Shoot!



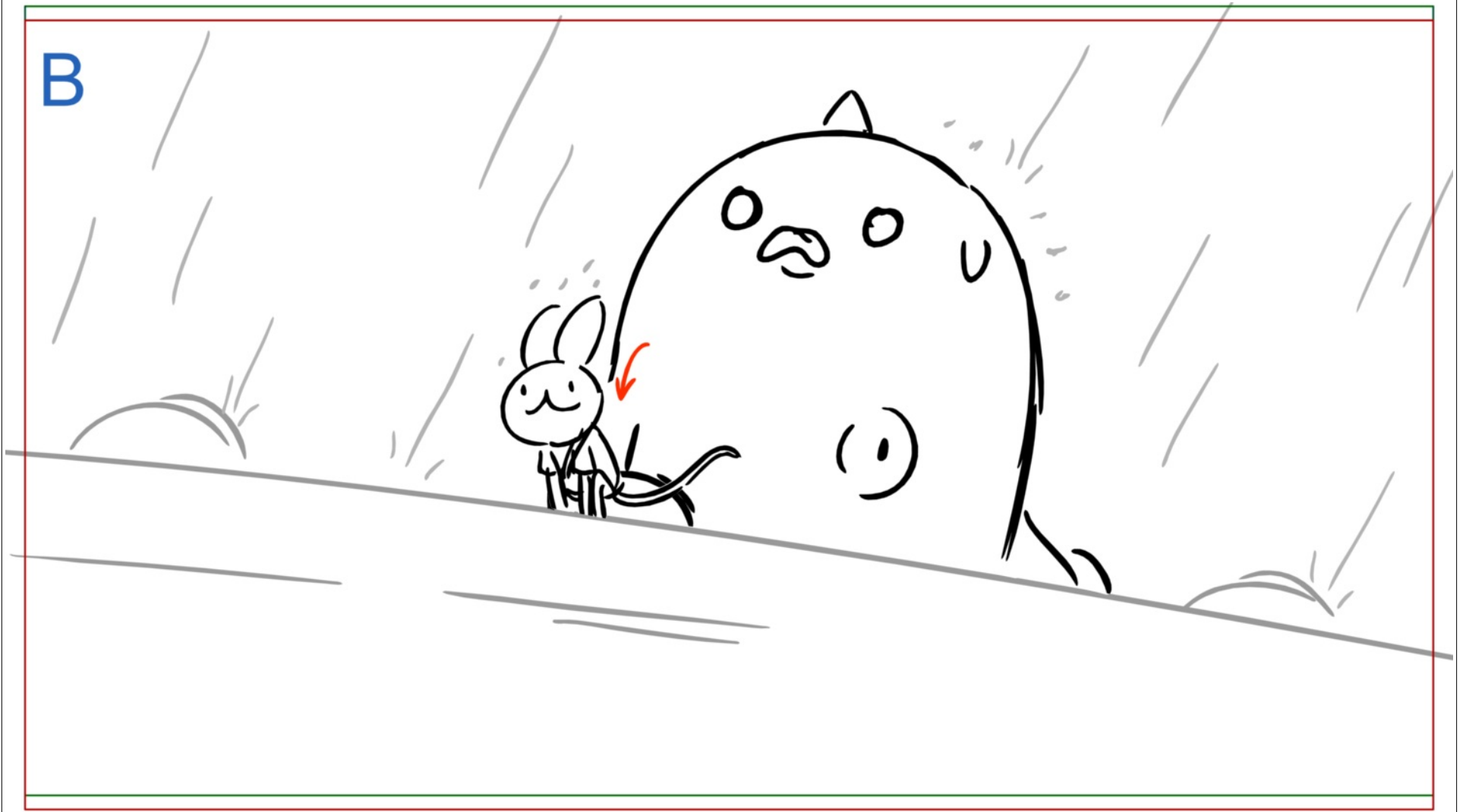
Dialog

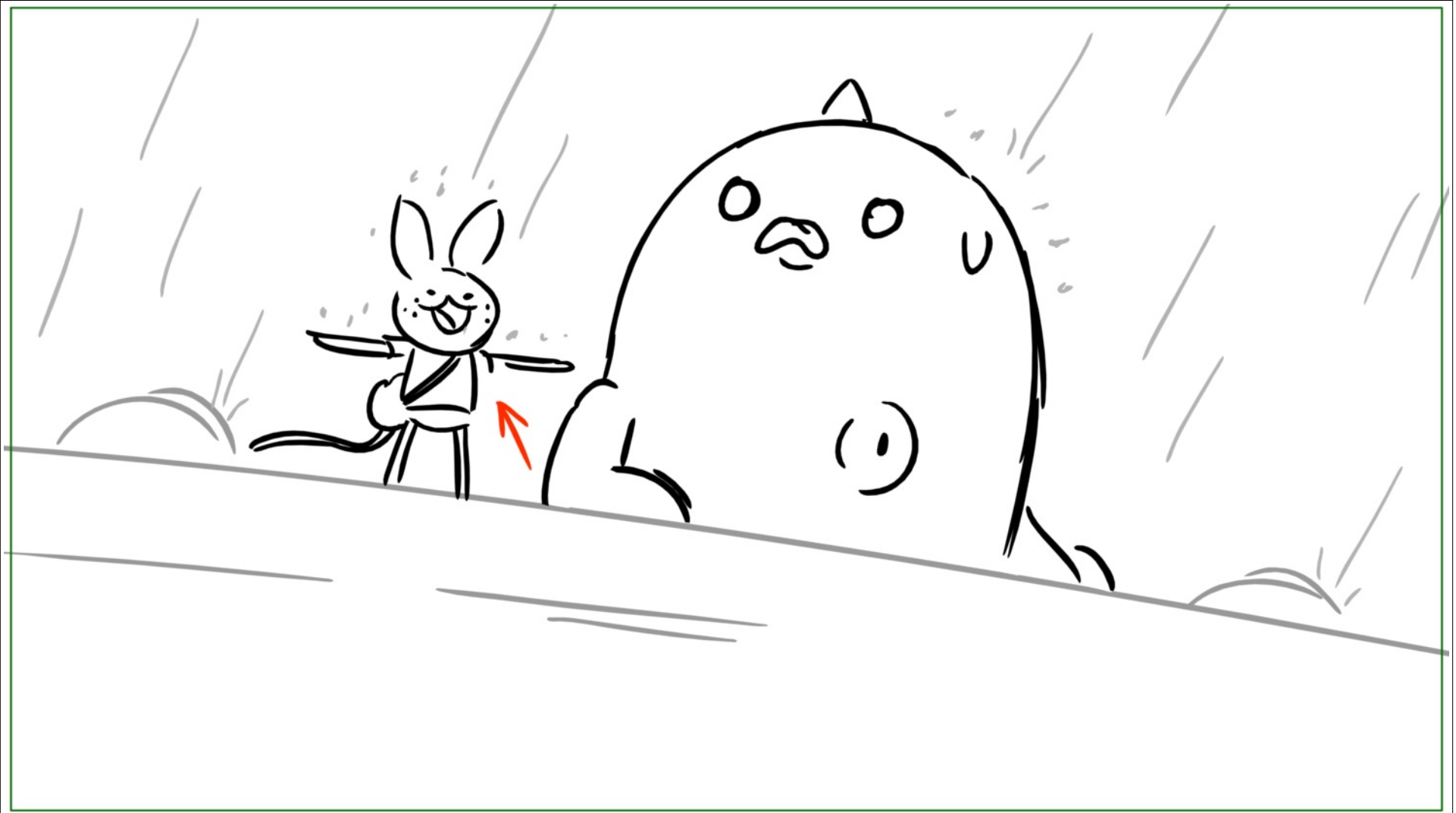
S: Hey, Beth!





B





Dialog

S: Launch me!

ALT: Fire me!



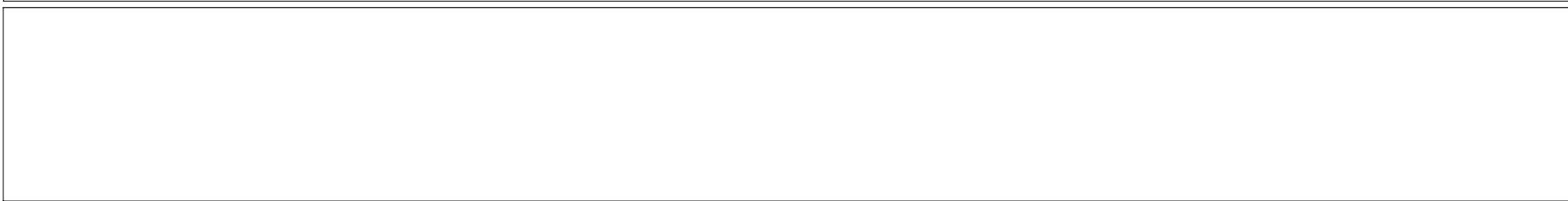
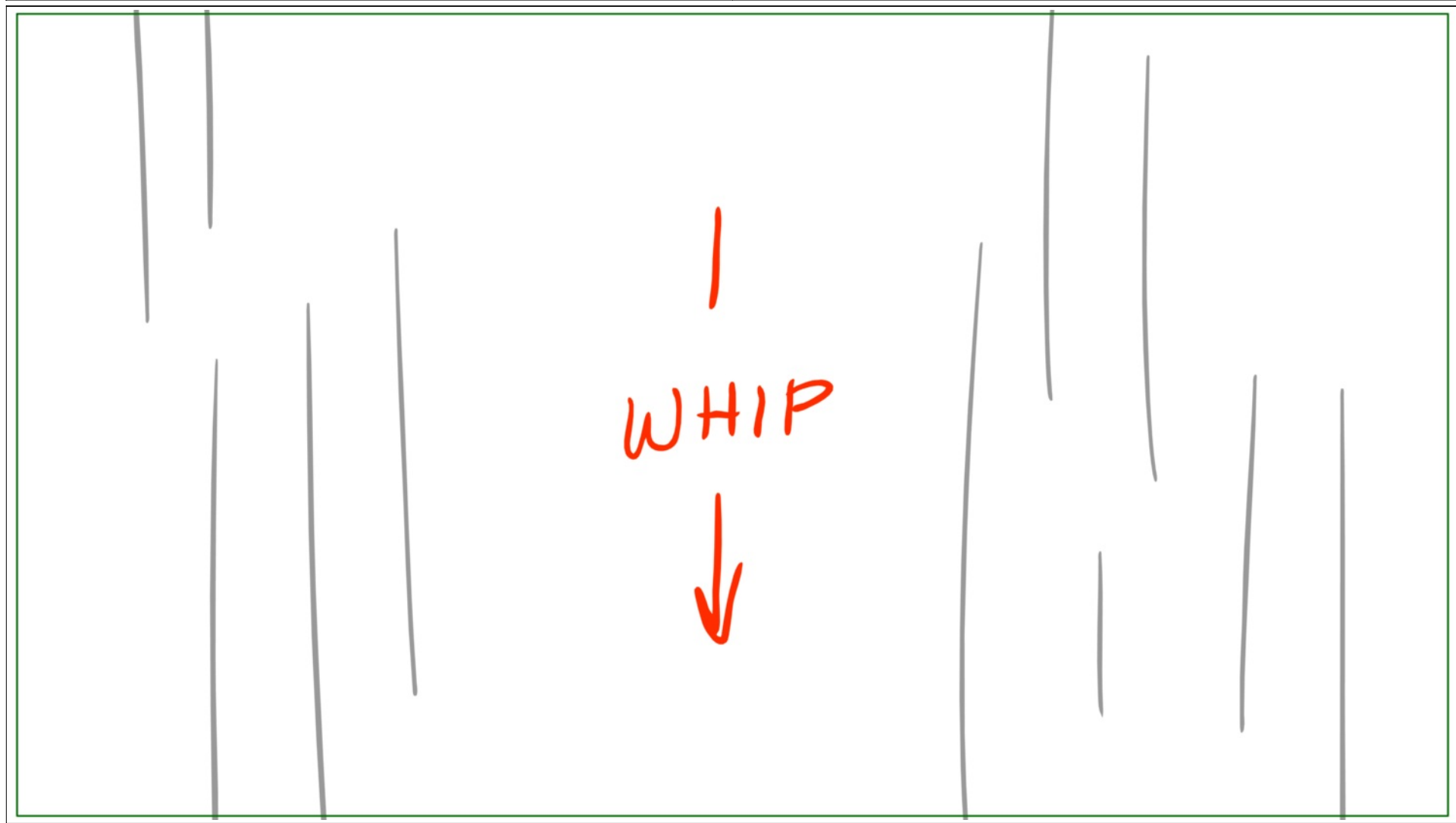


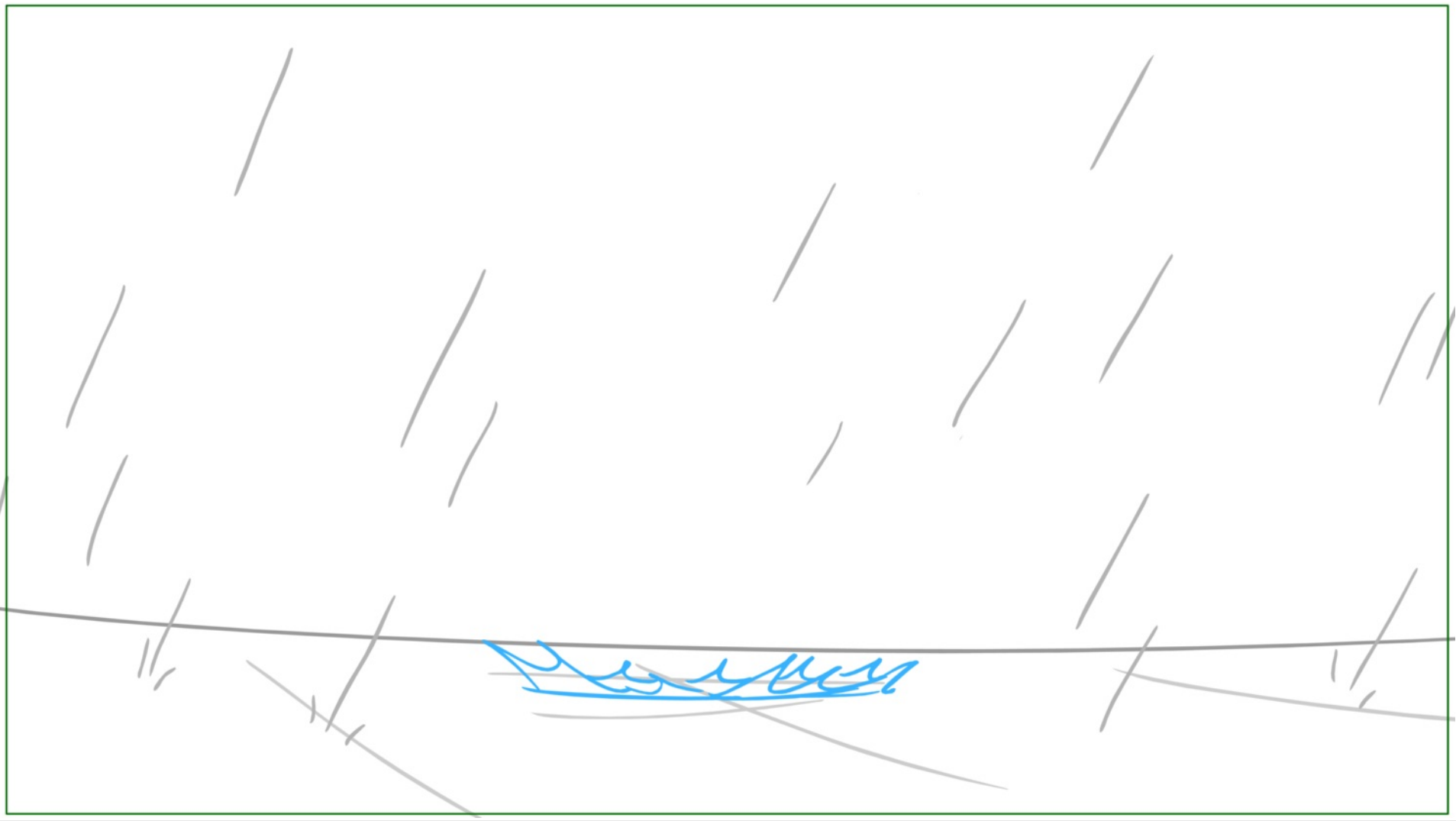


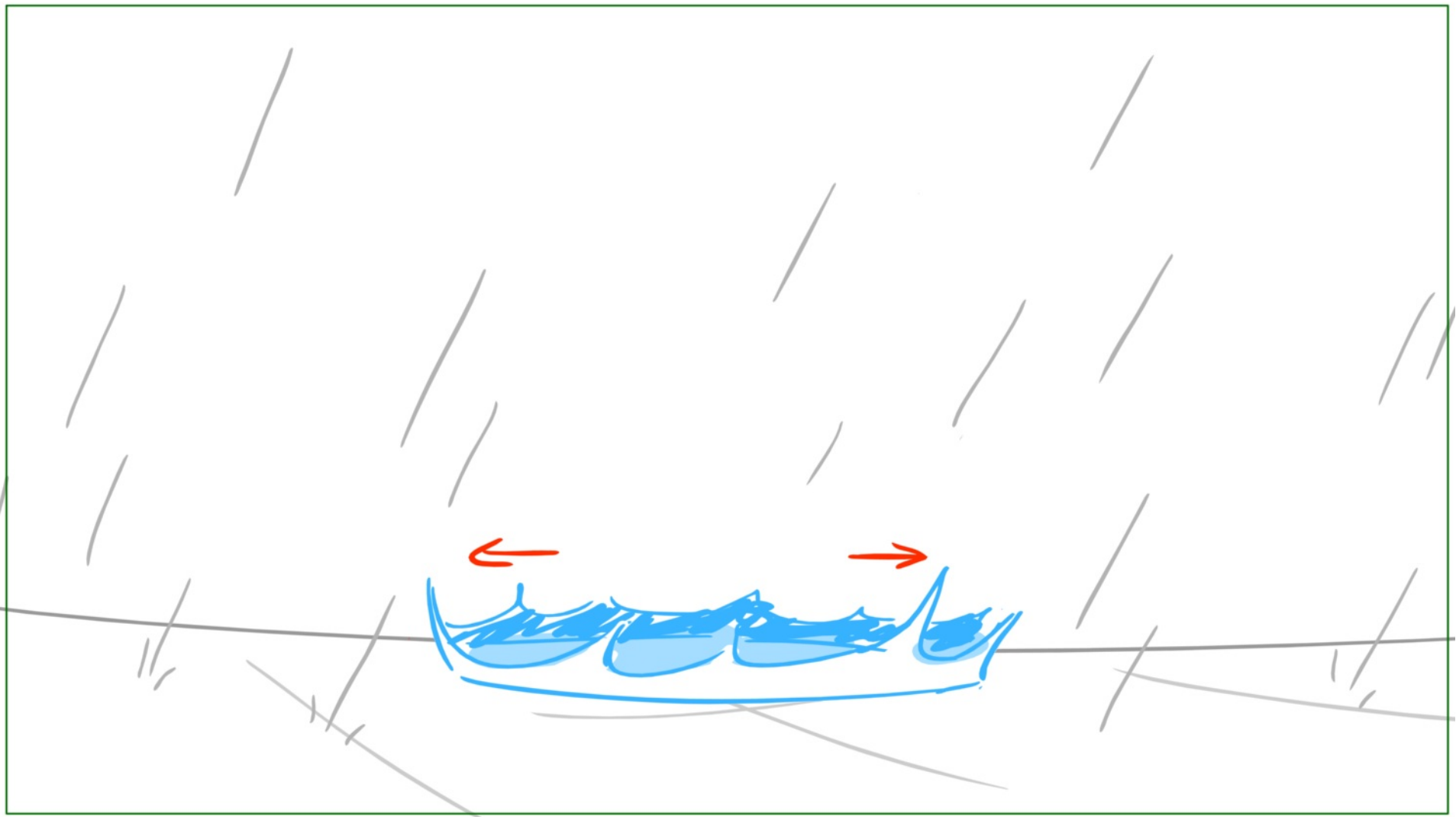


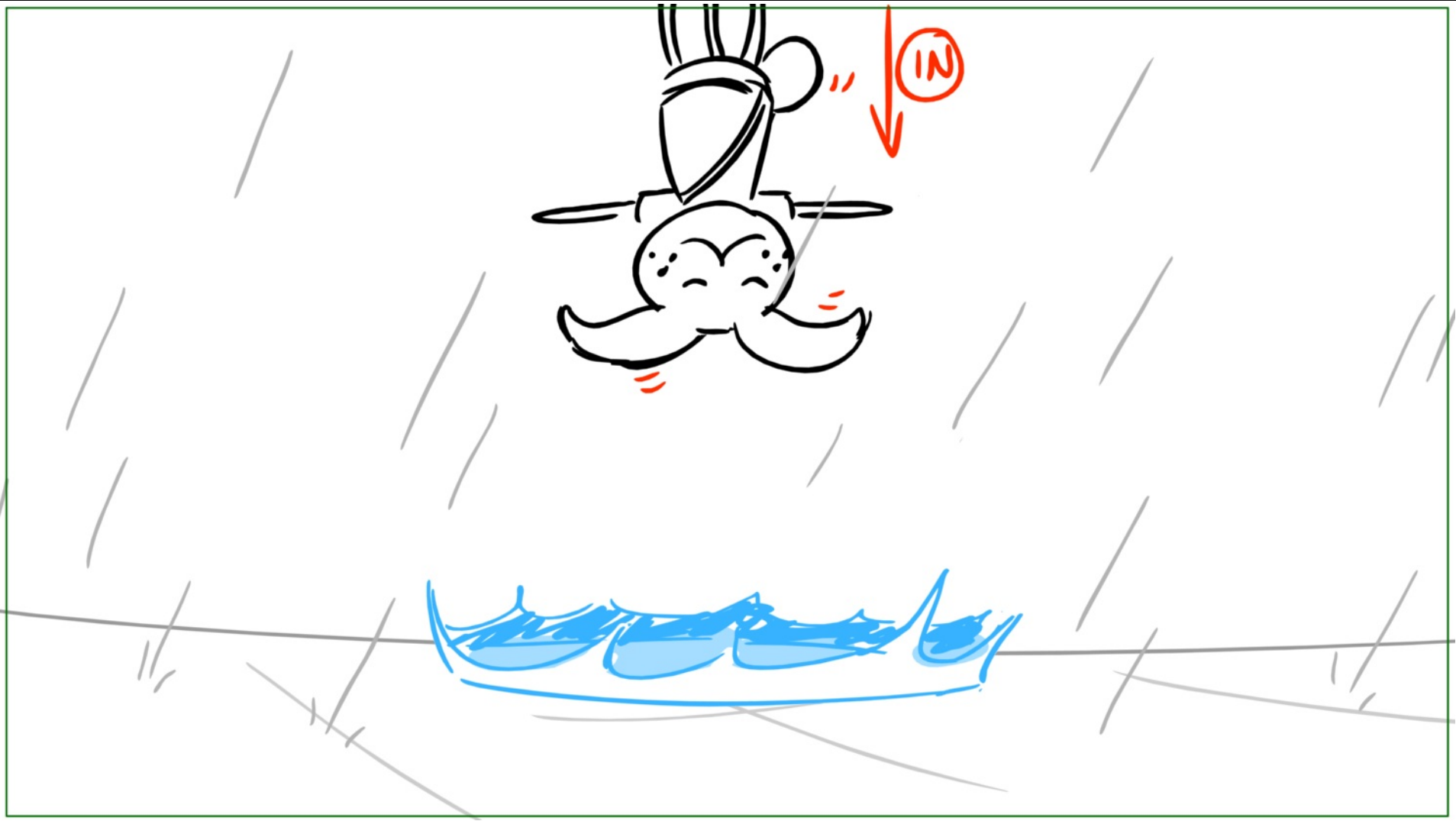


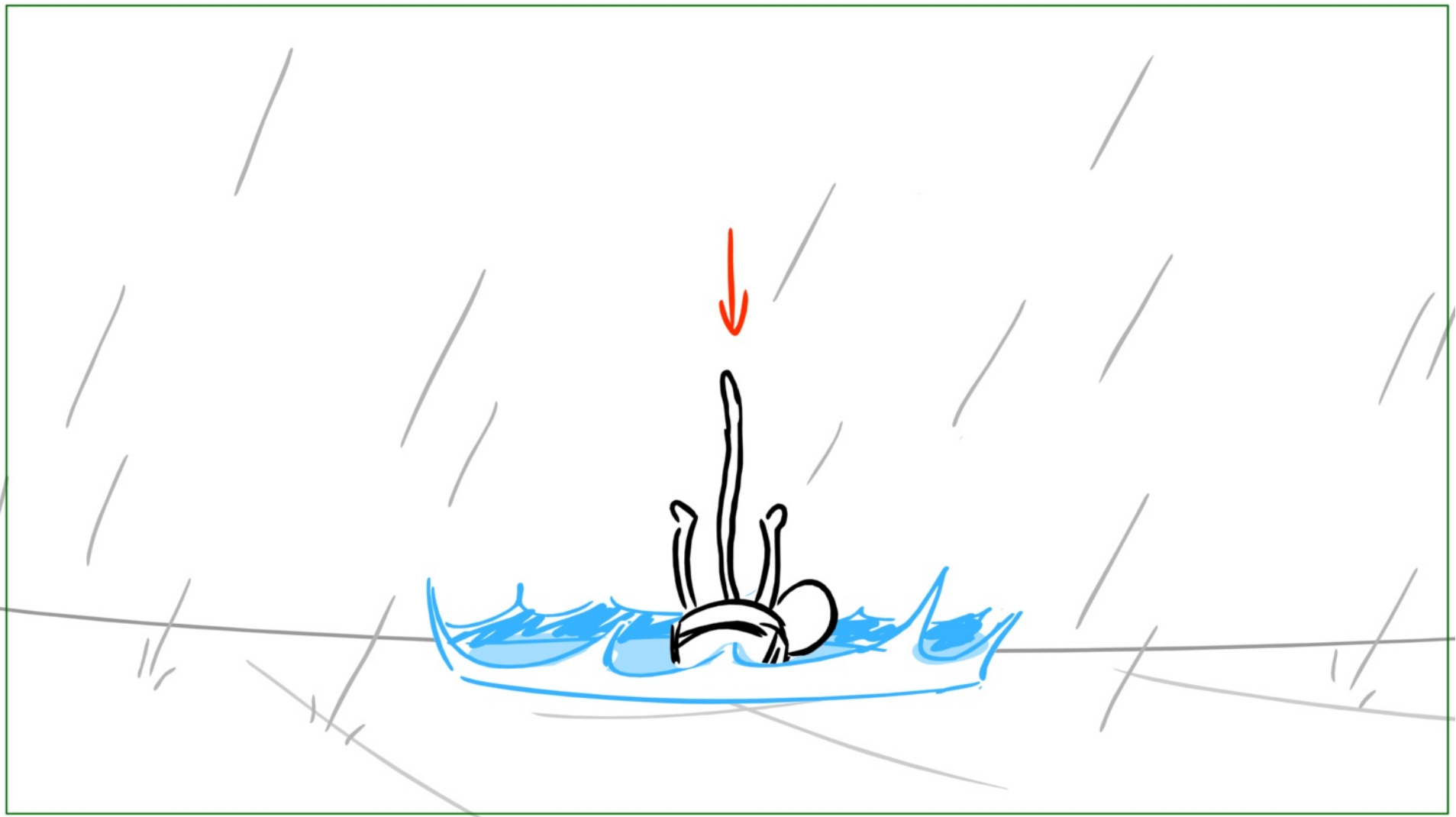




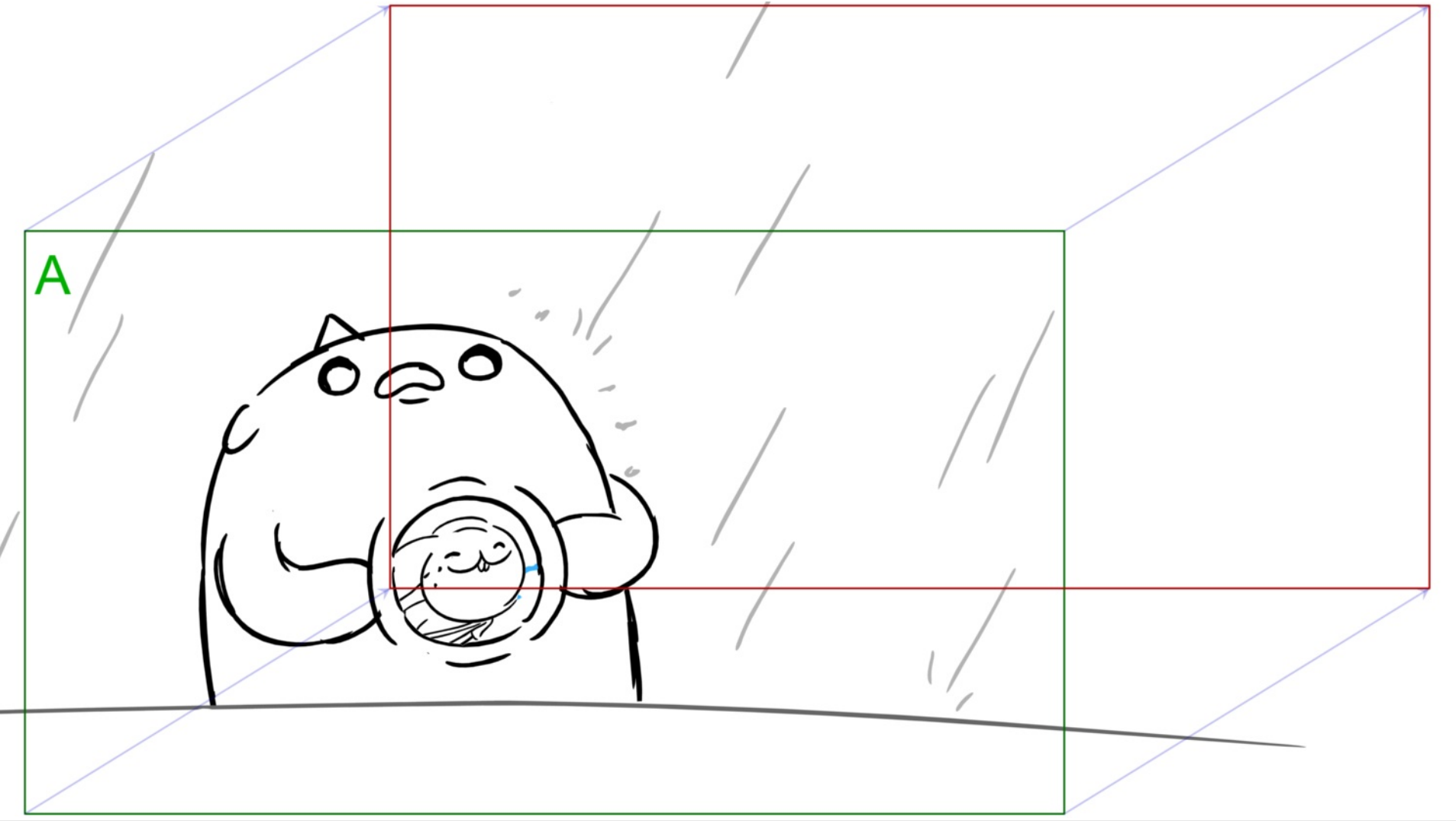


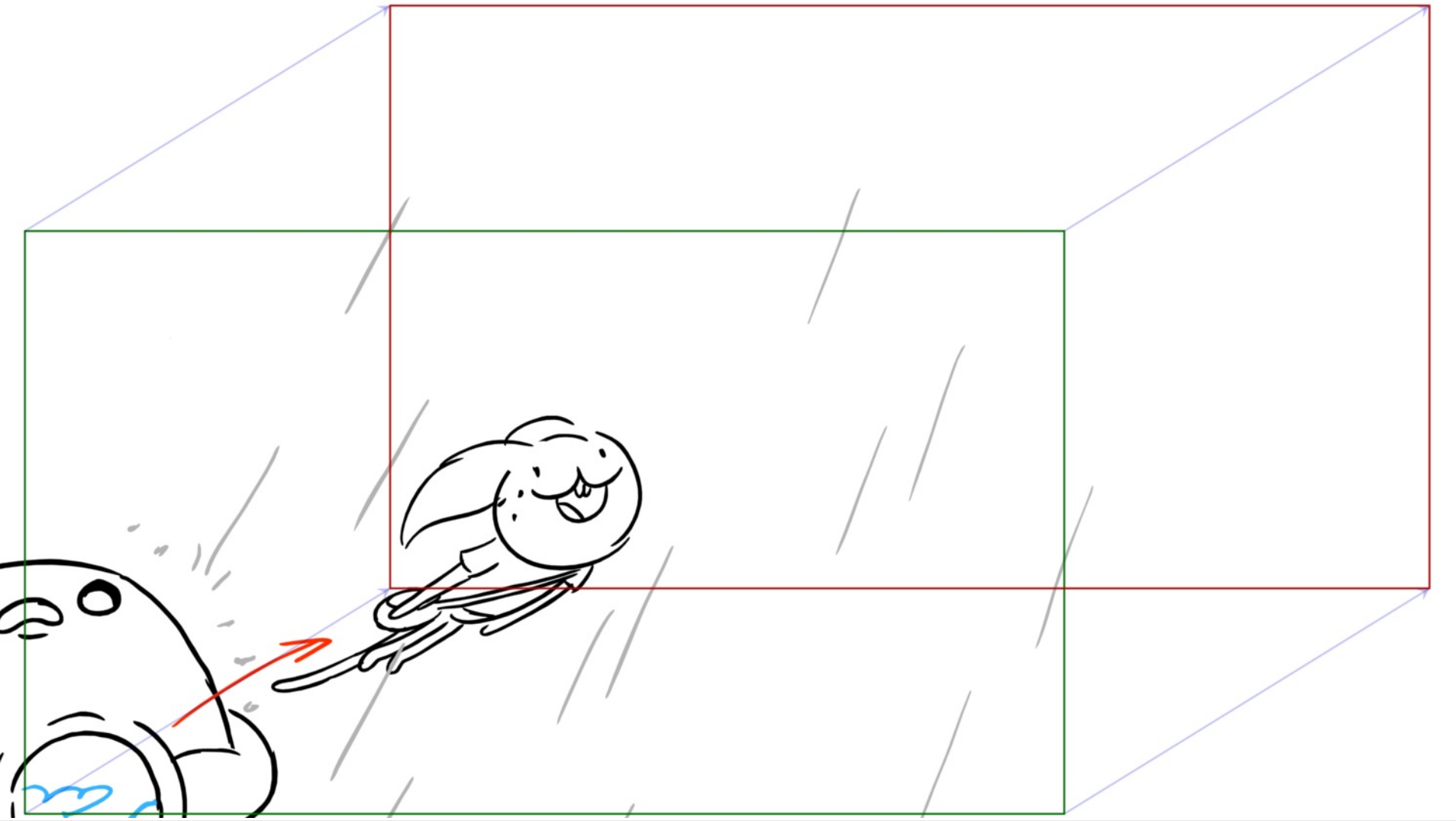




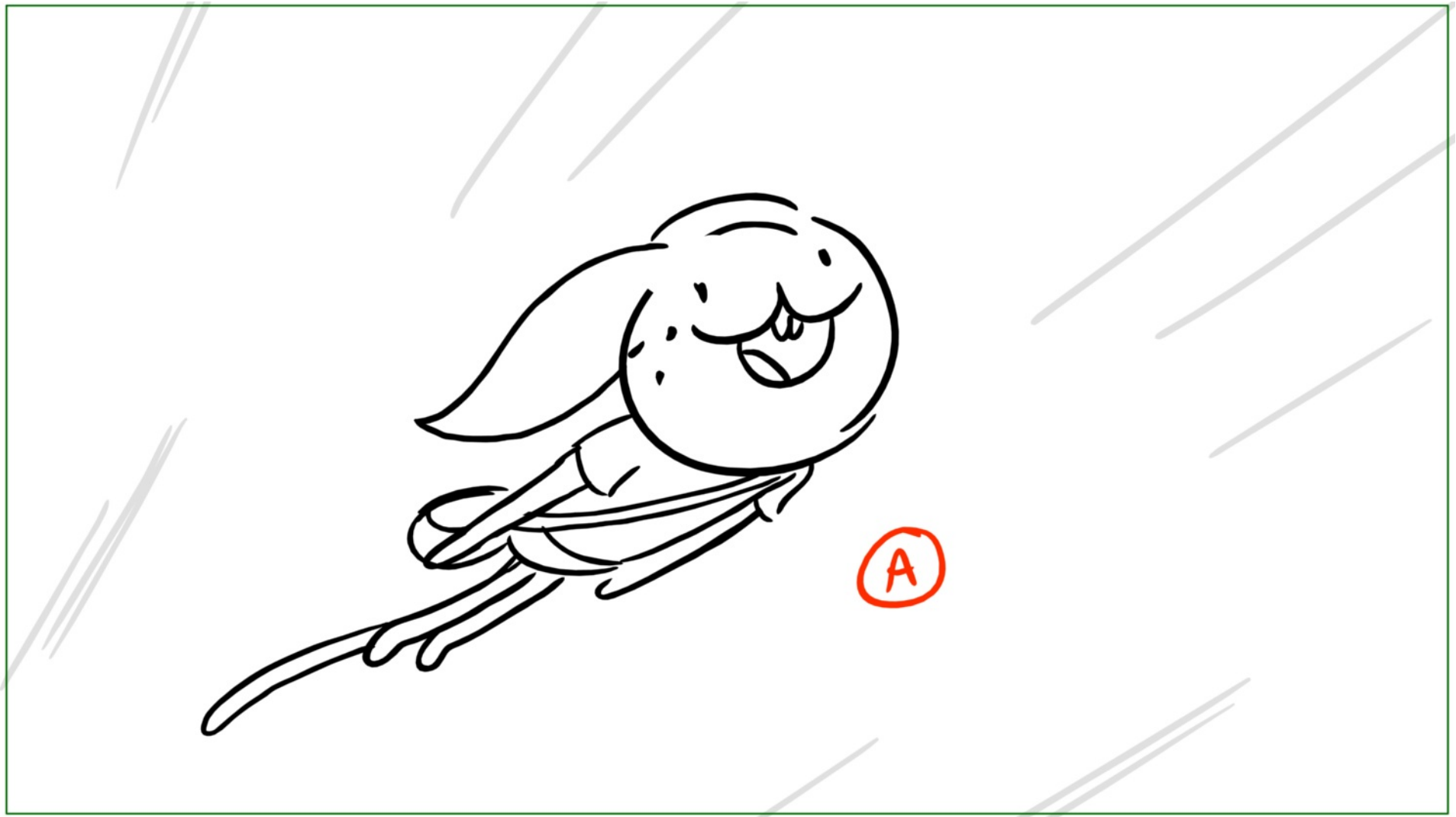












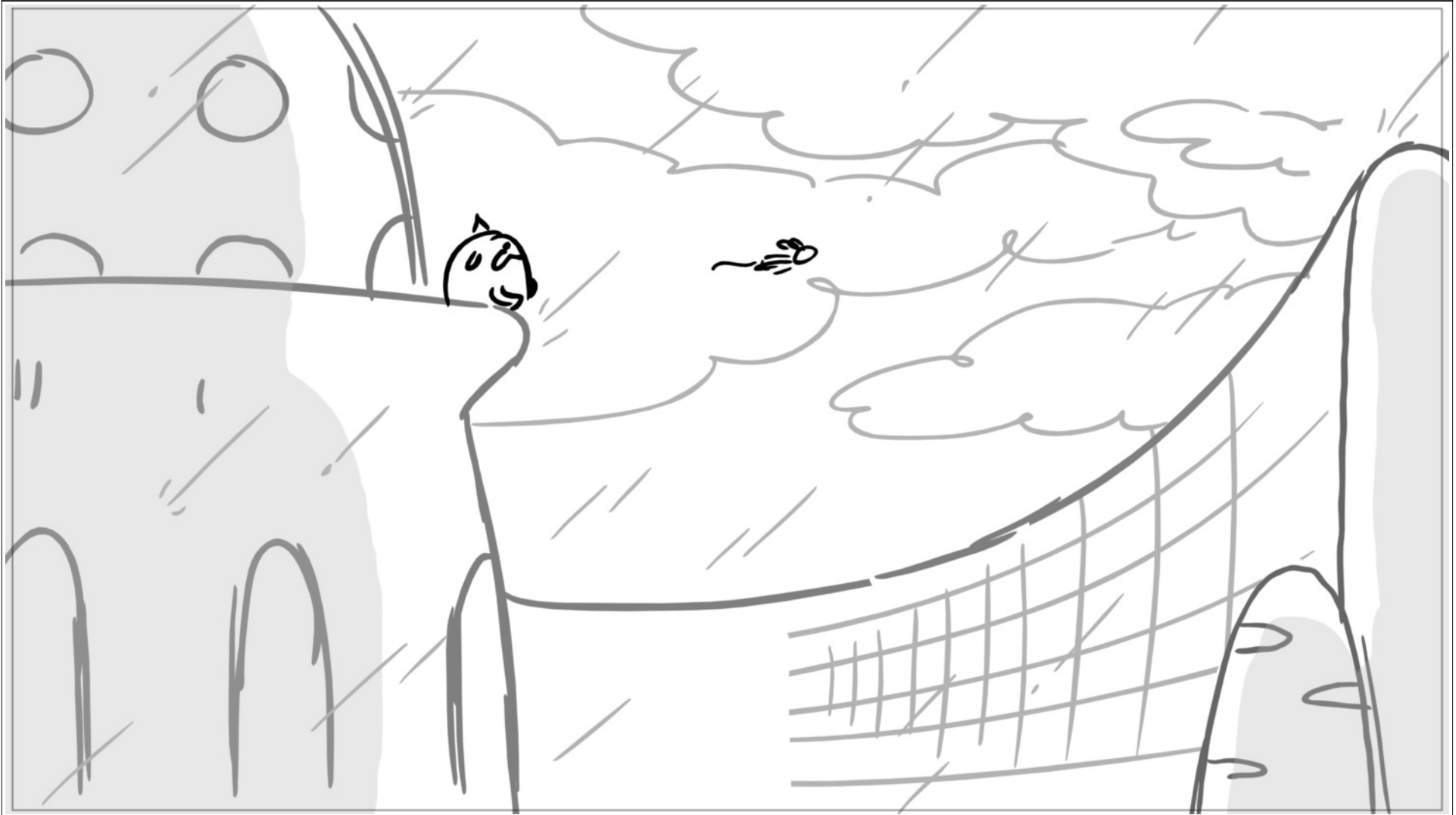


Scene

009

Panel

1



Dialog

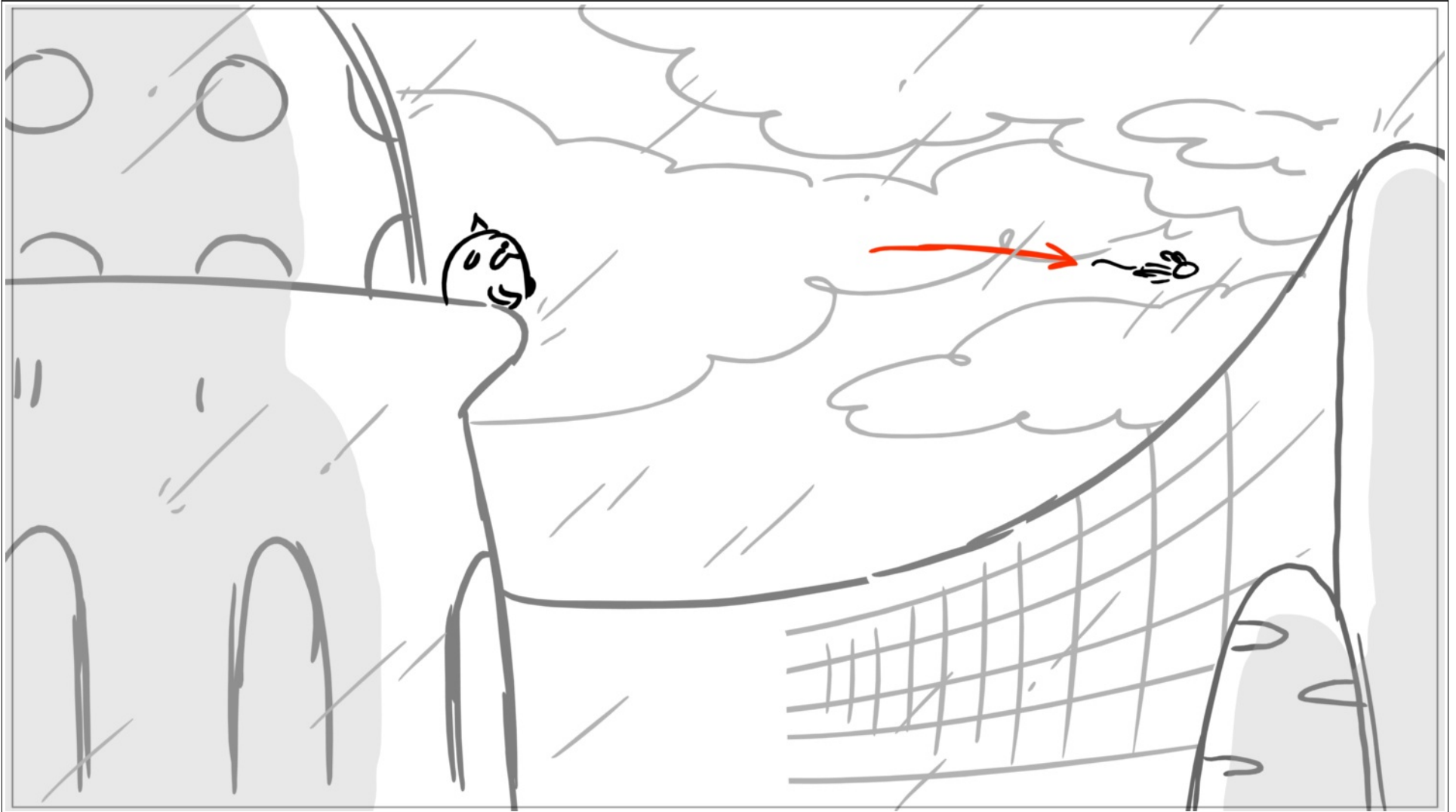
S: aaaaaaa---

Scene

009

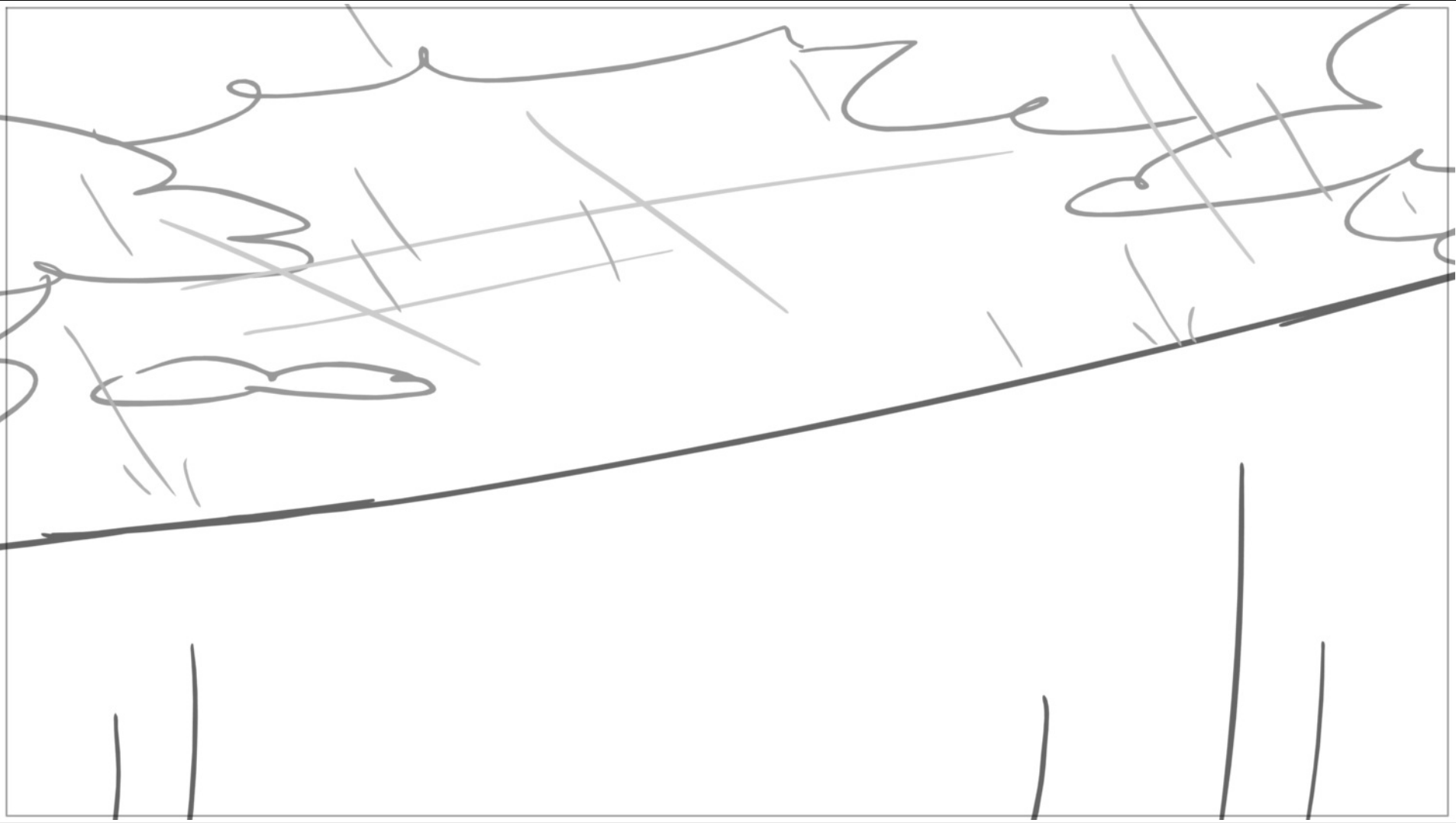
Panel

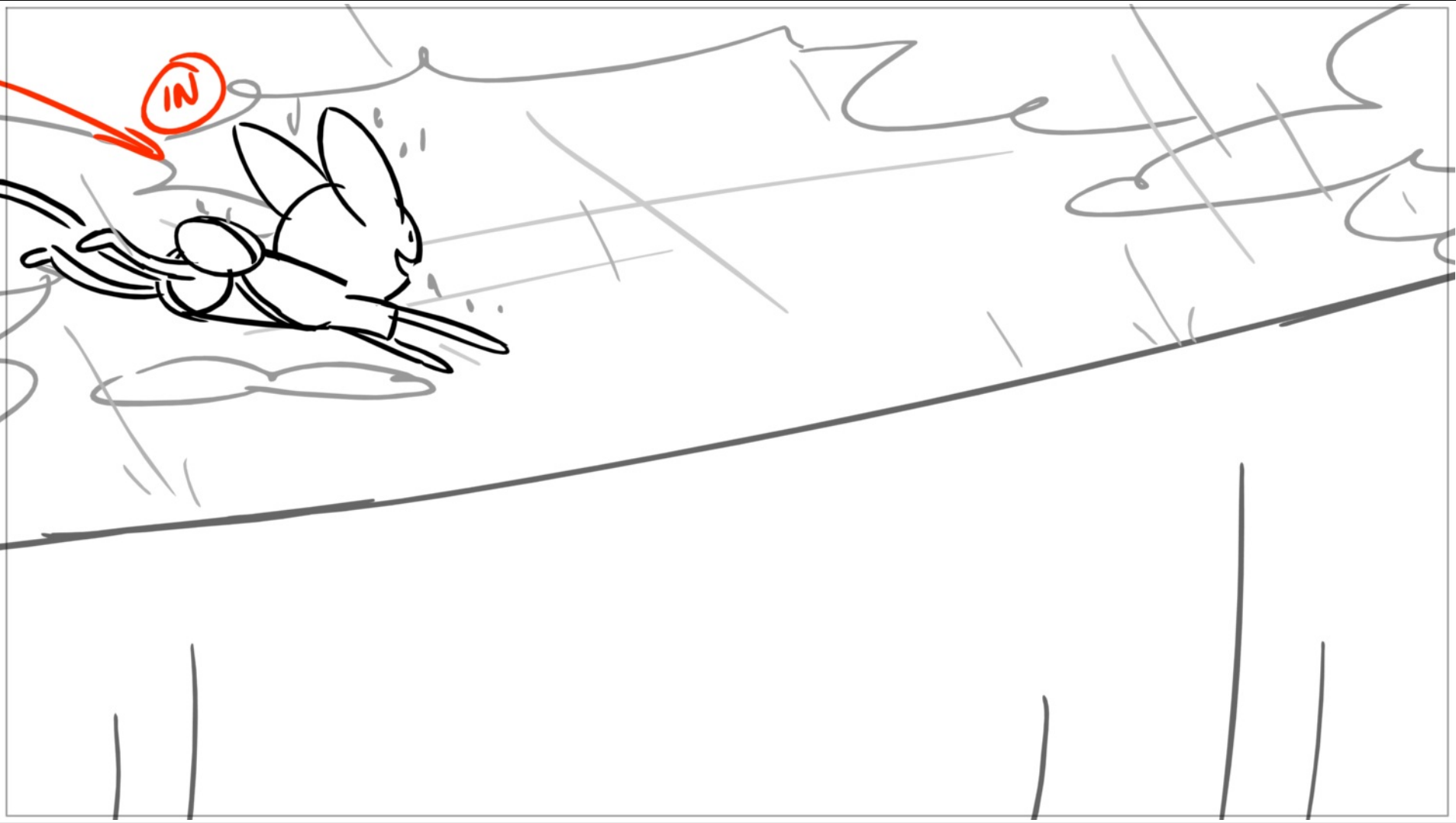
2



Dialog

S: aaaaaaa---



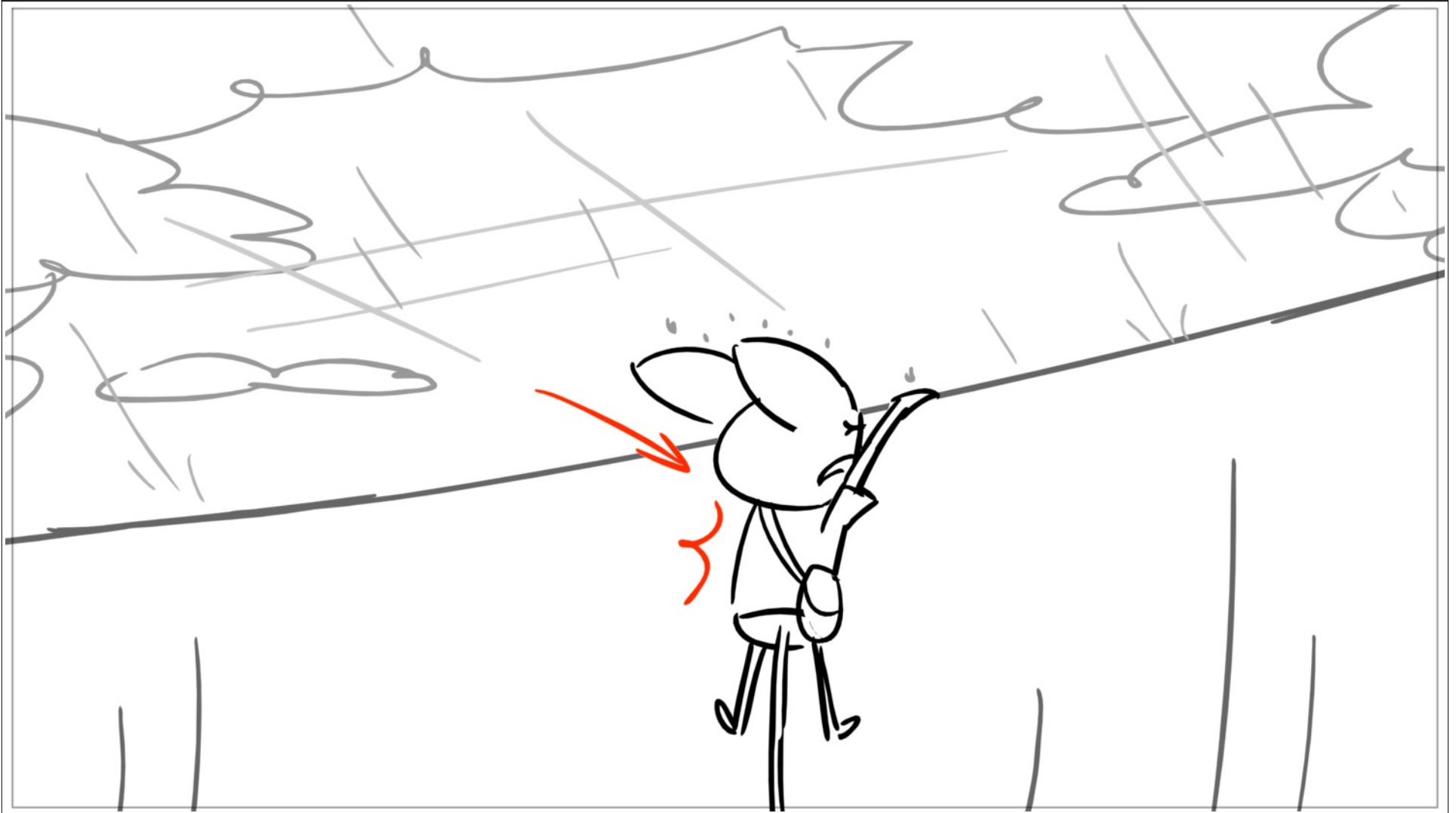


Scene

010

Panel

3



Dialog

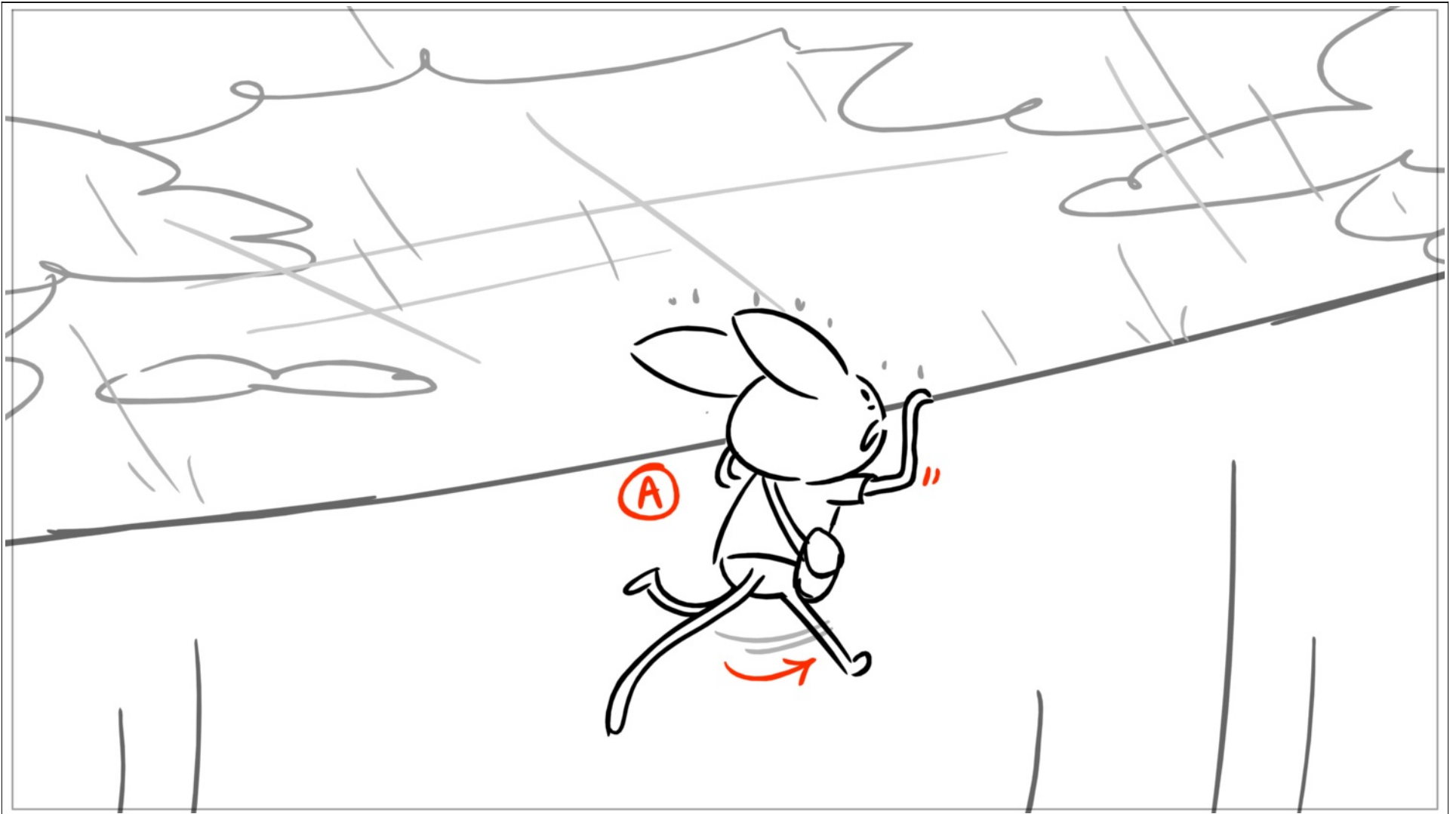
S: Oof!

Scene

010

Panel

4



Dialog

S: (kicking effort)

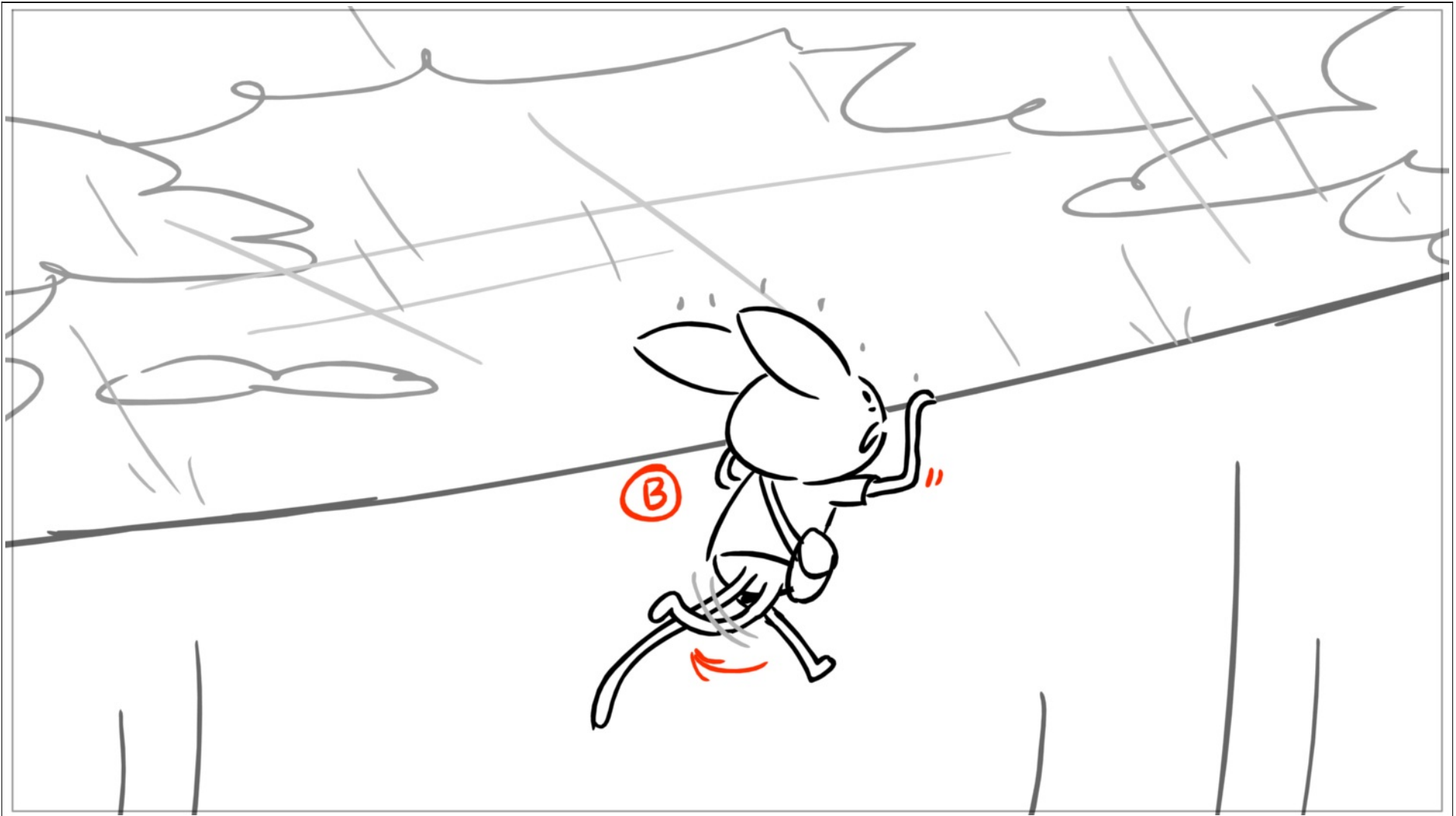


Scene

010

Panel

5



Dialog

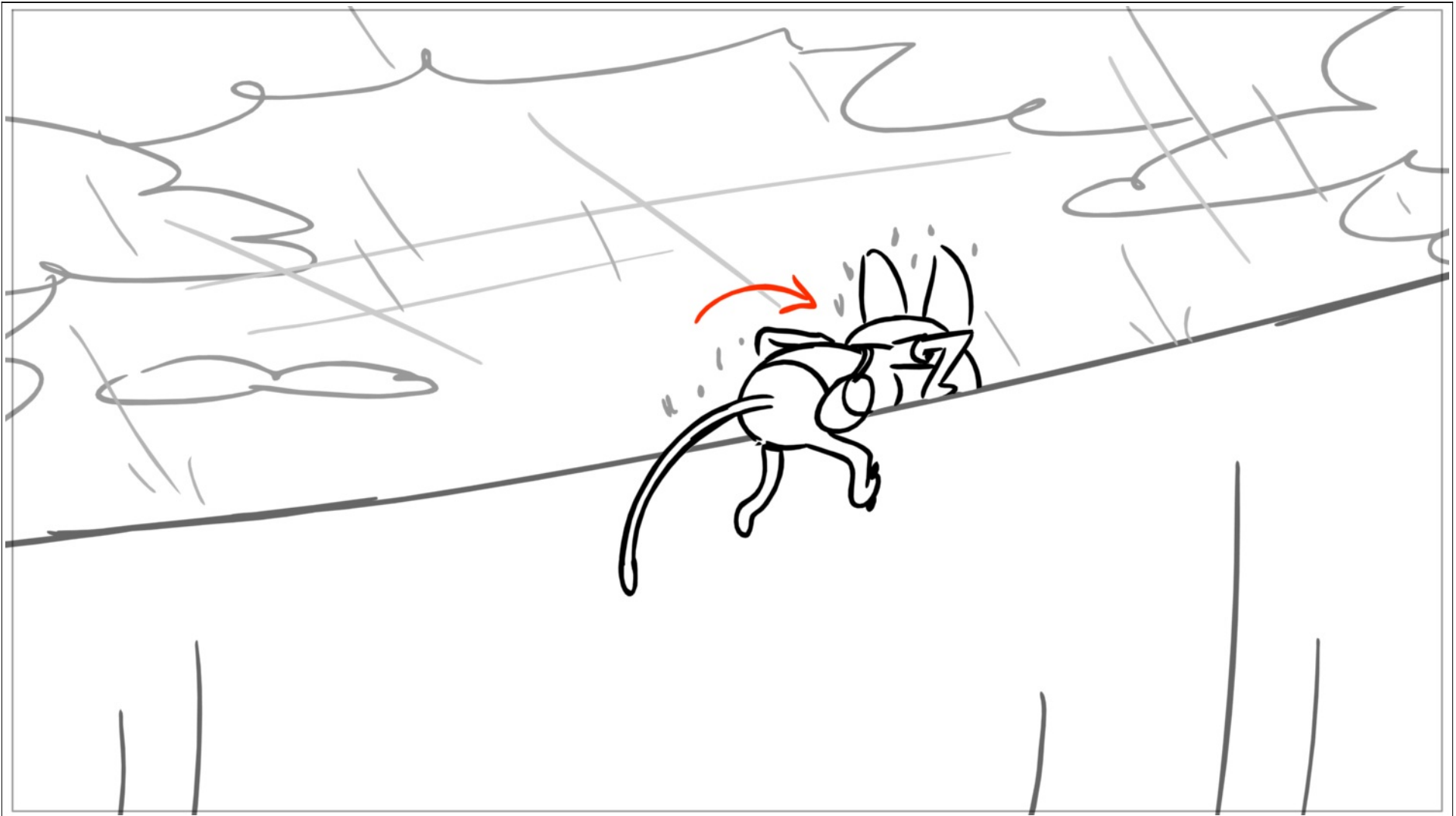
S: (kicking effort)

Scene

010

Panel

6



Dialog

S: (climbing effort)

Scene

010

Panel

7



Dialog

S: C'mon, Beth!

Scene

011

Panel

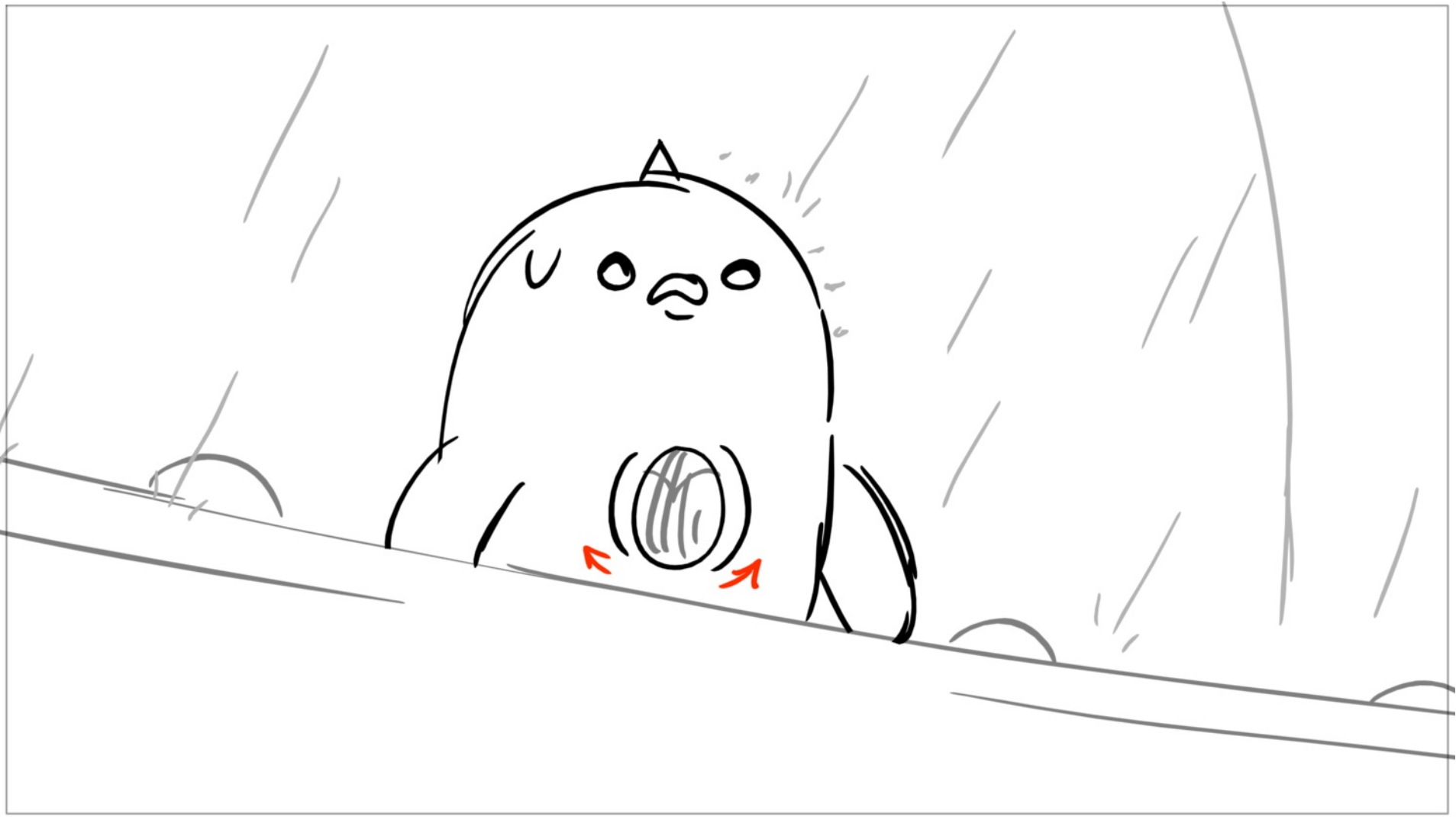
1

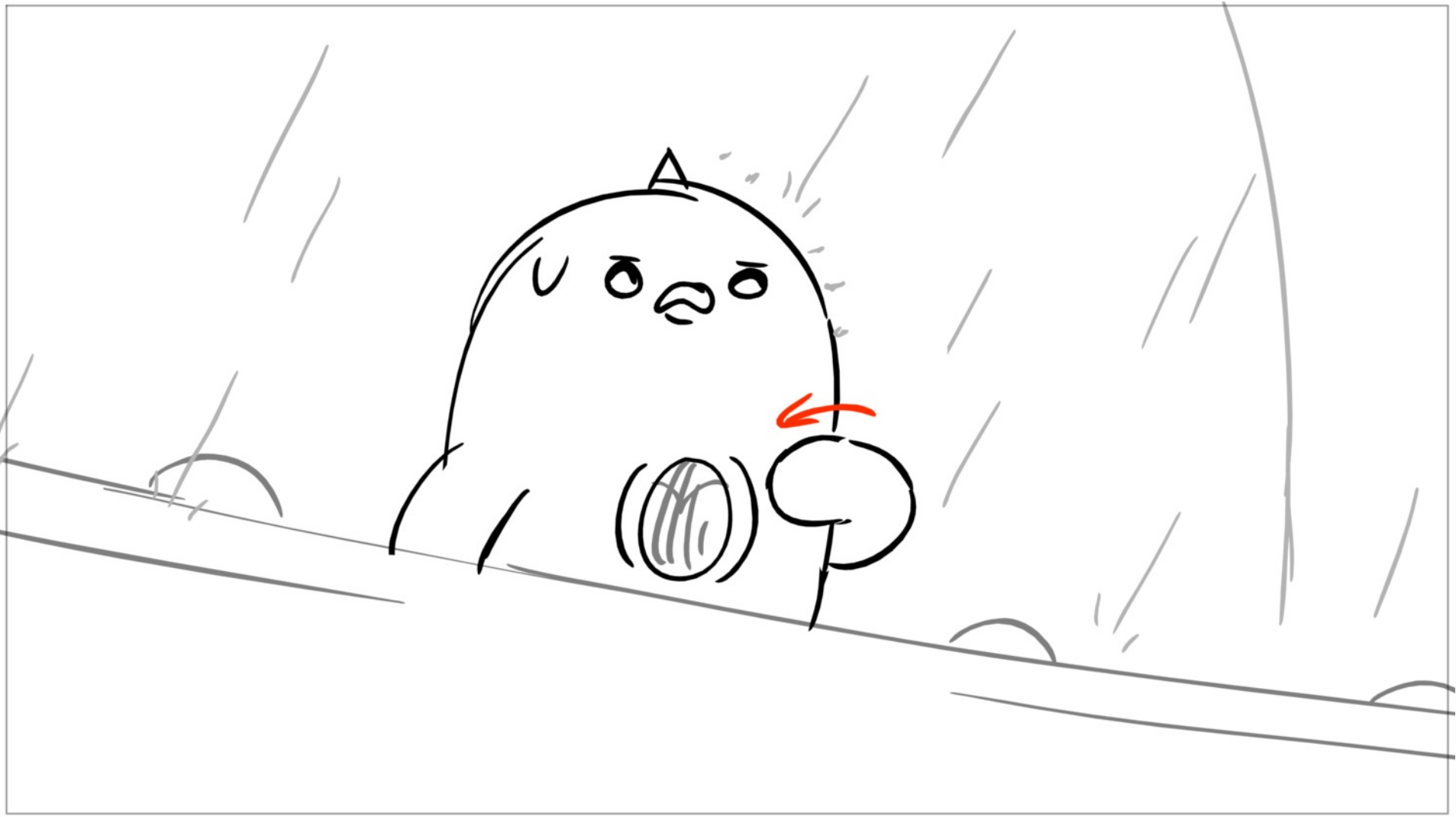


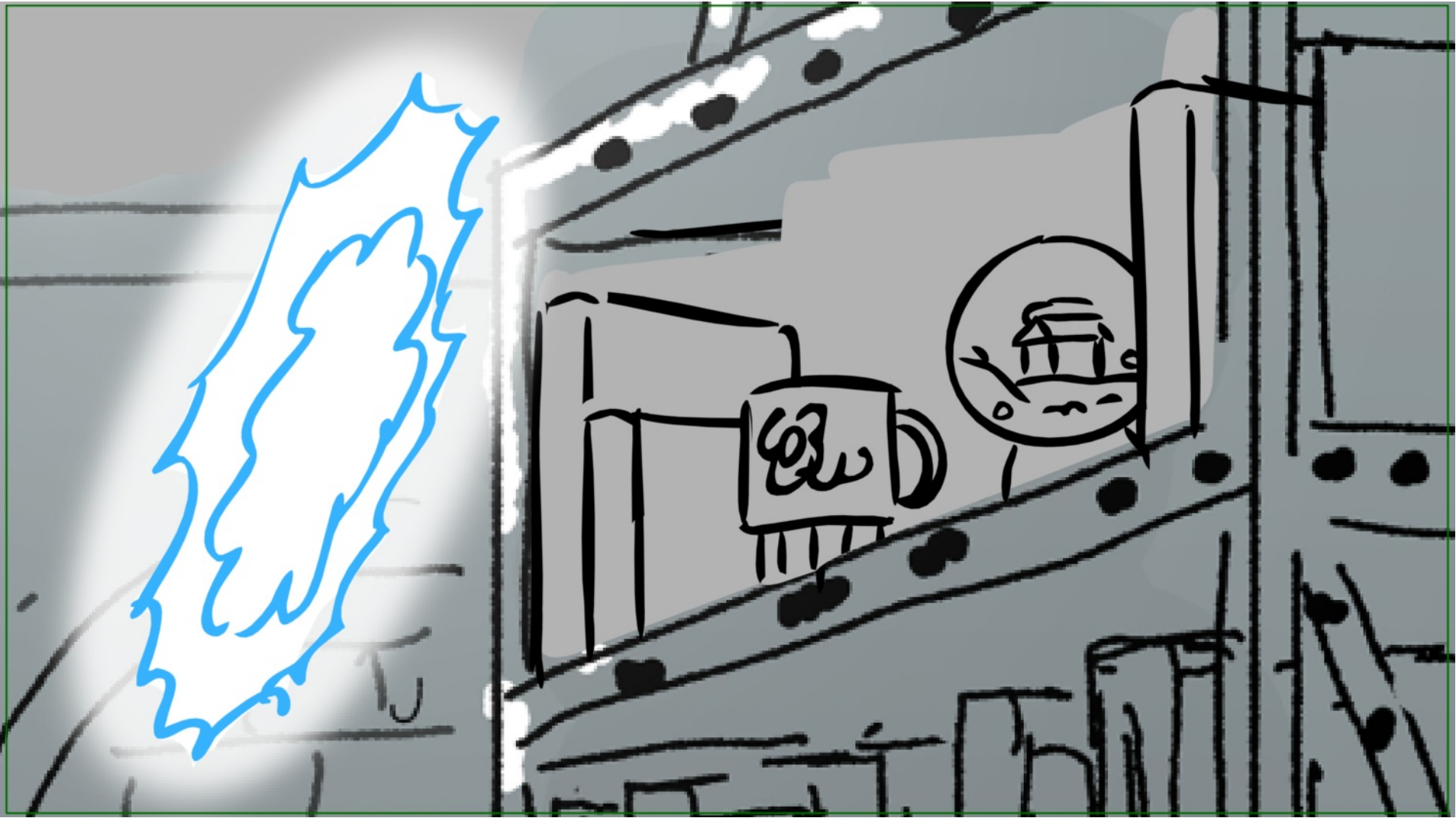
Dialog

B: On it!

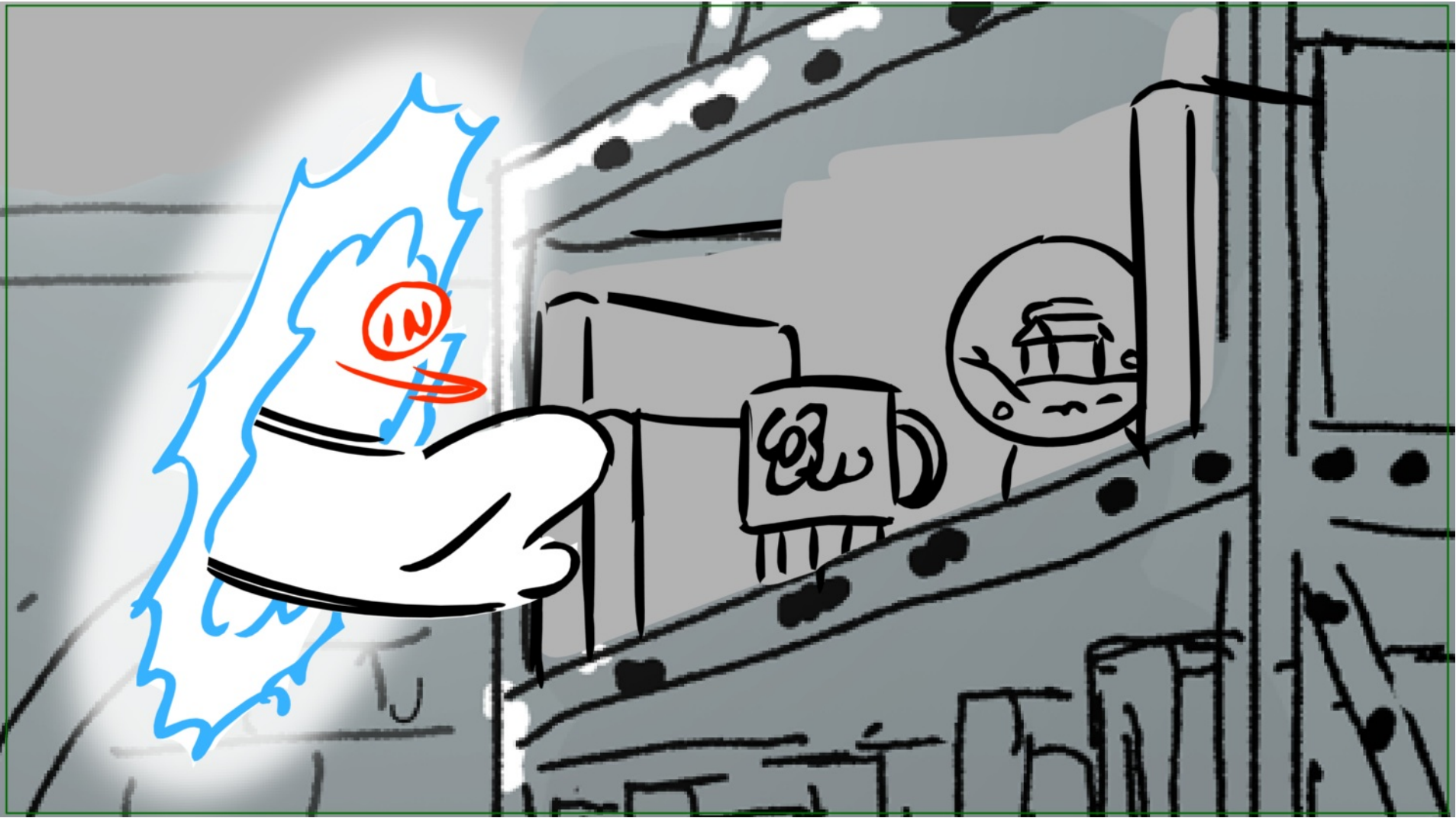


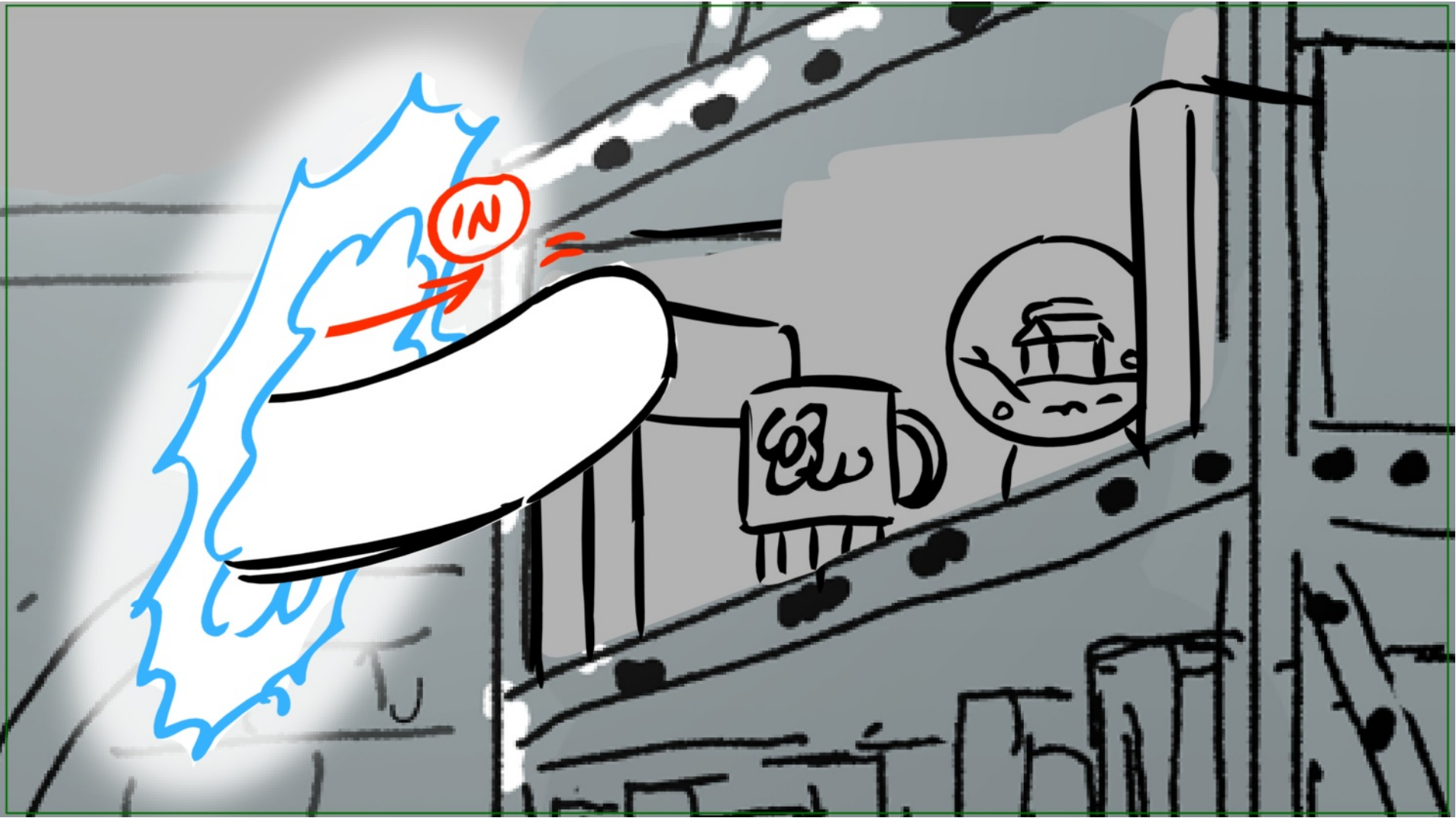


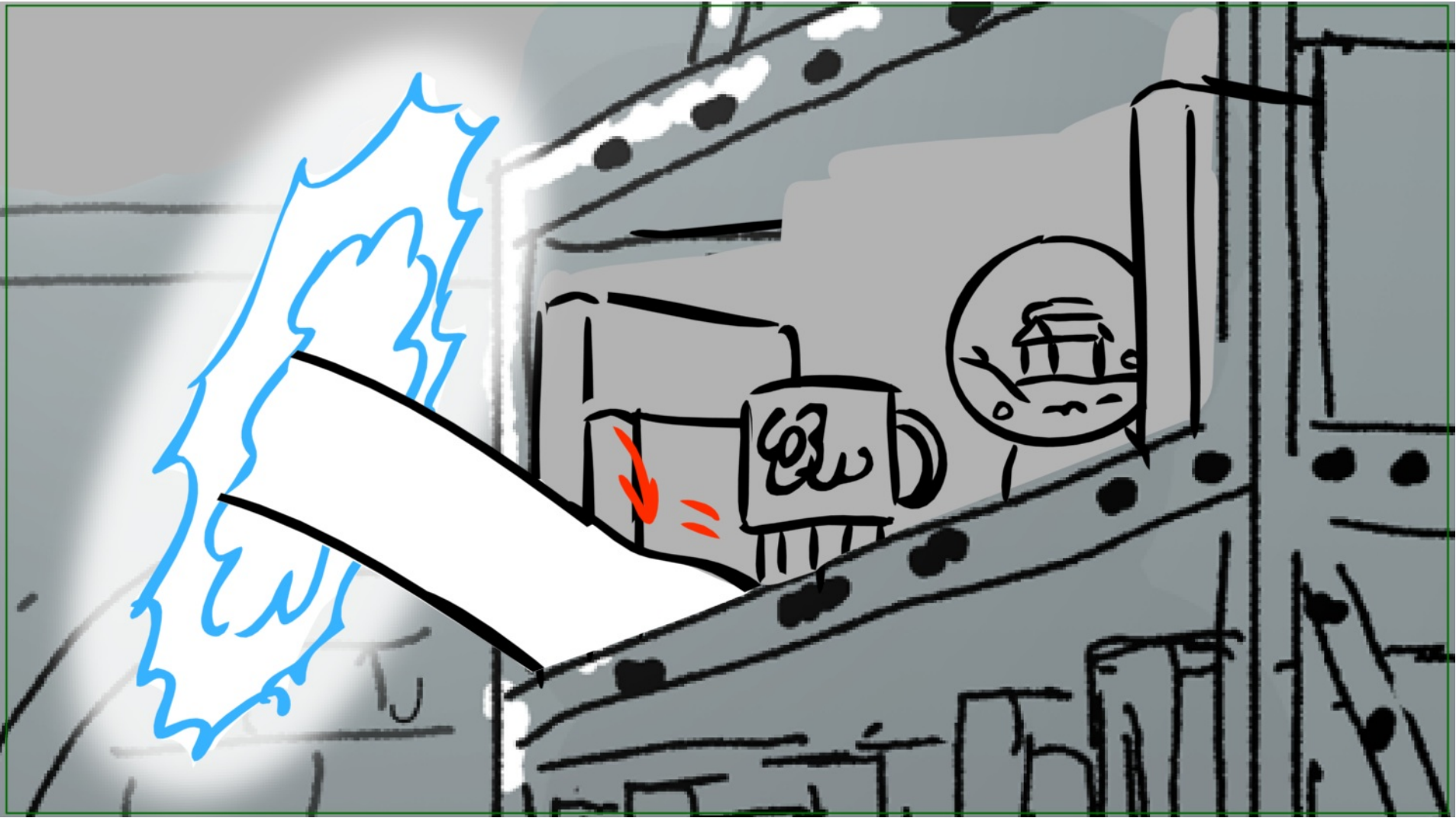




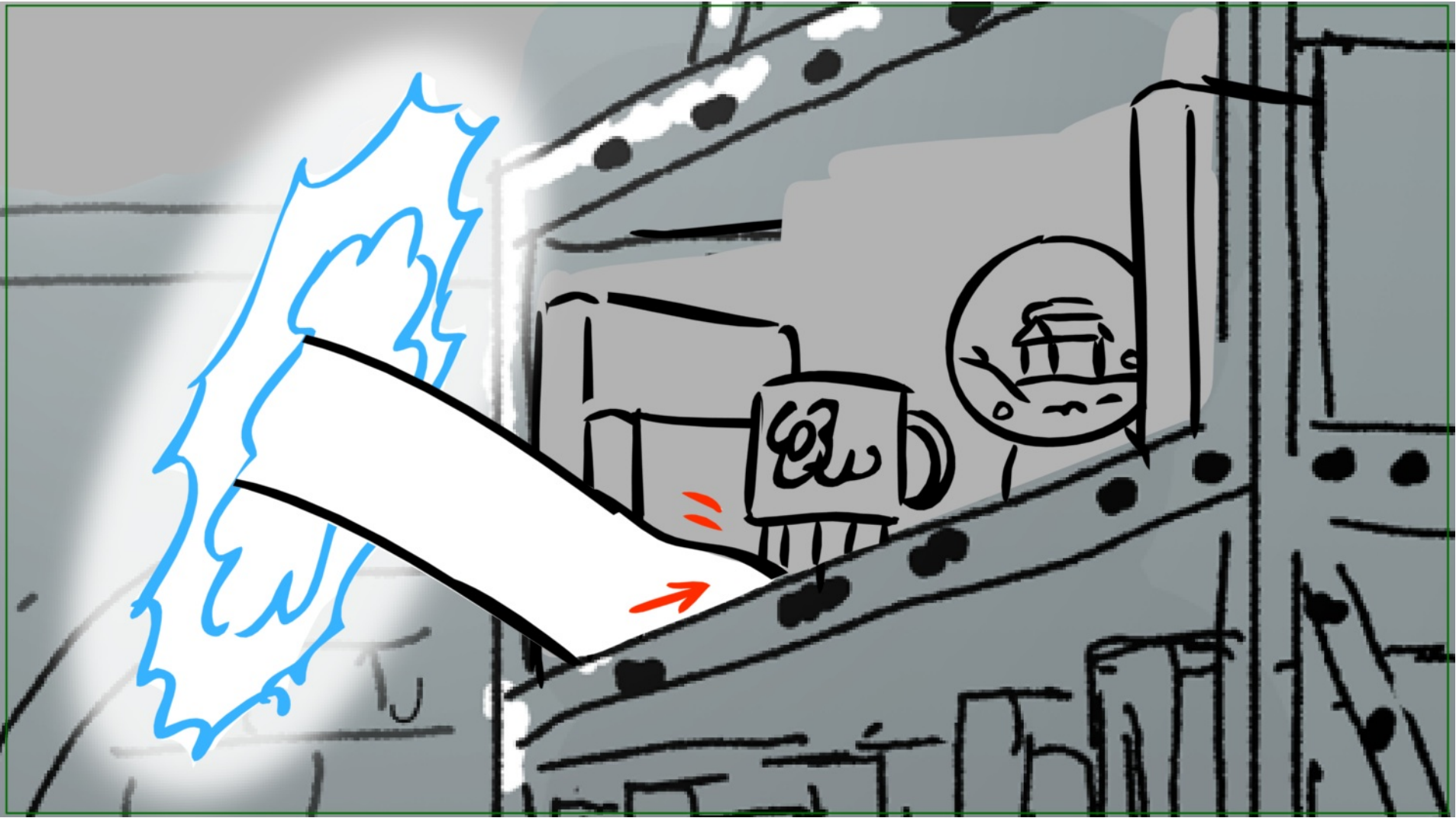


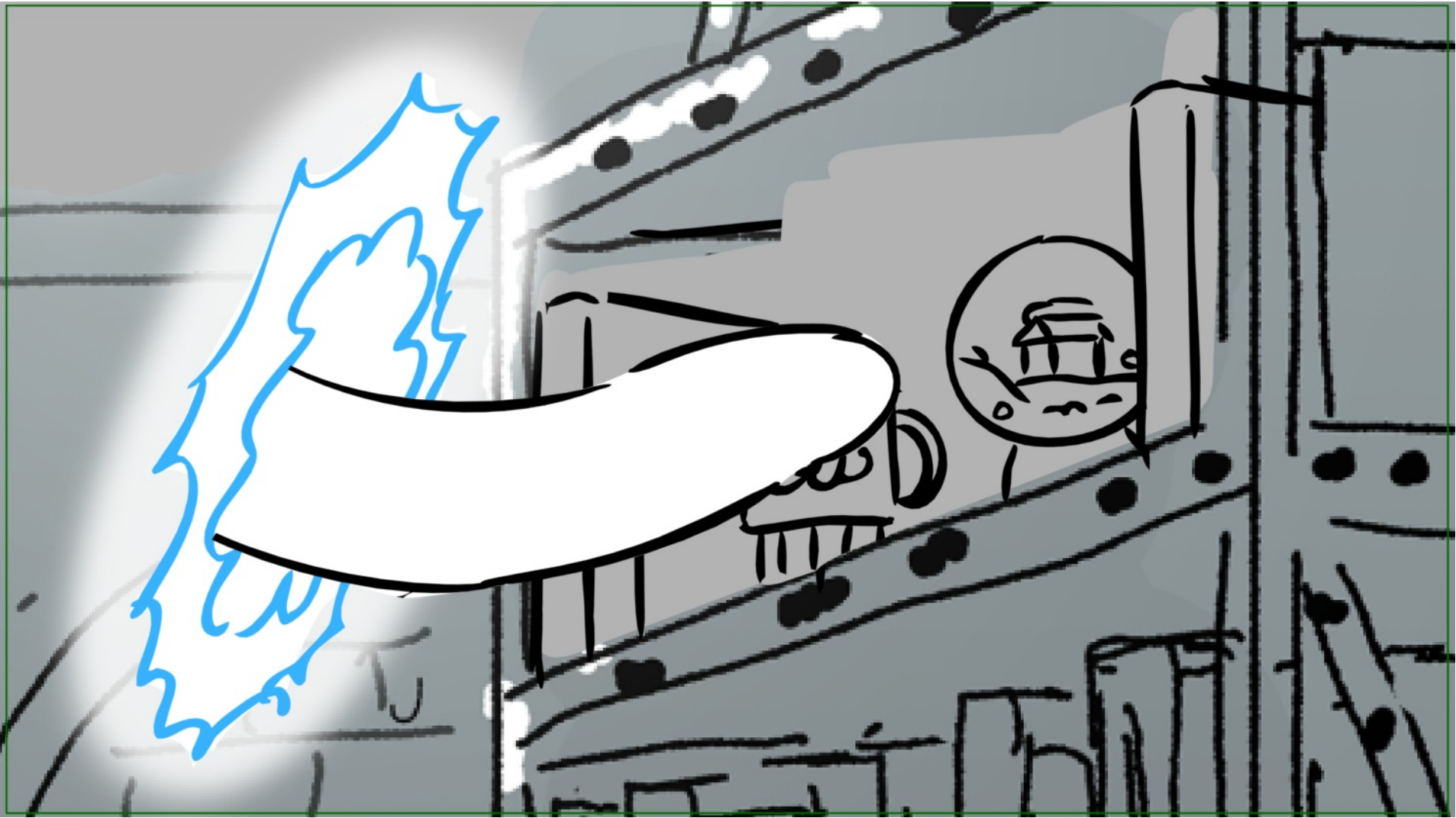


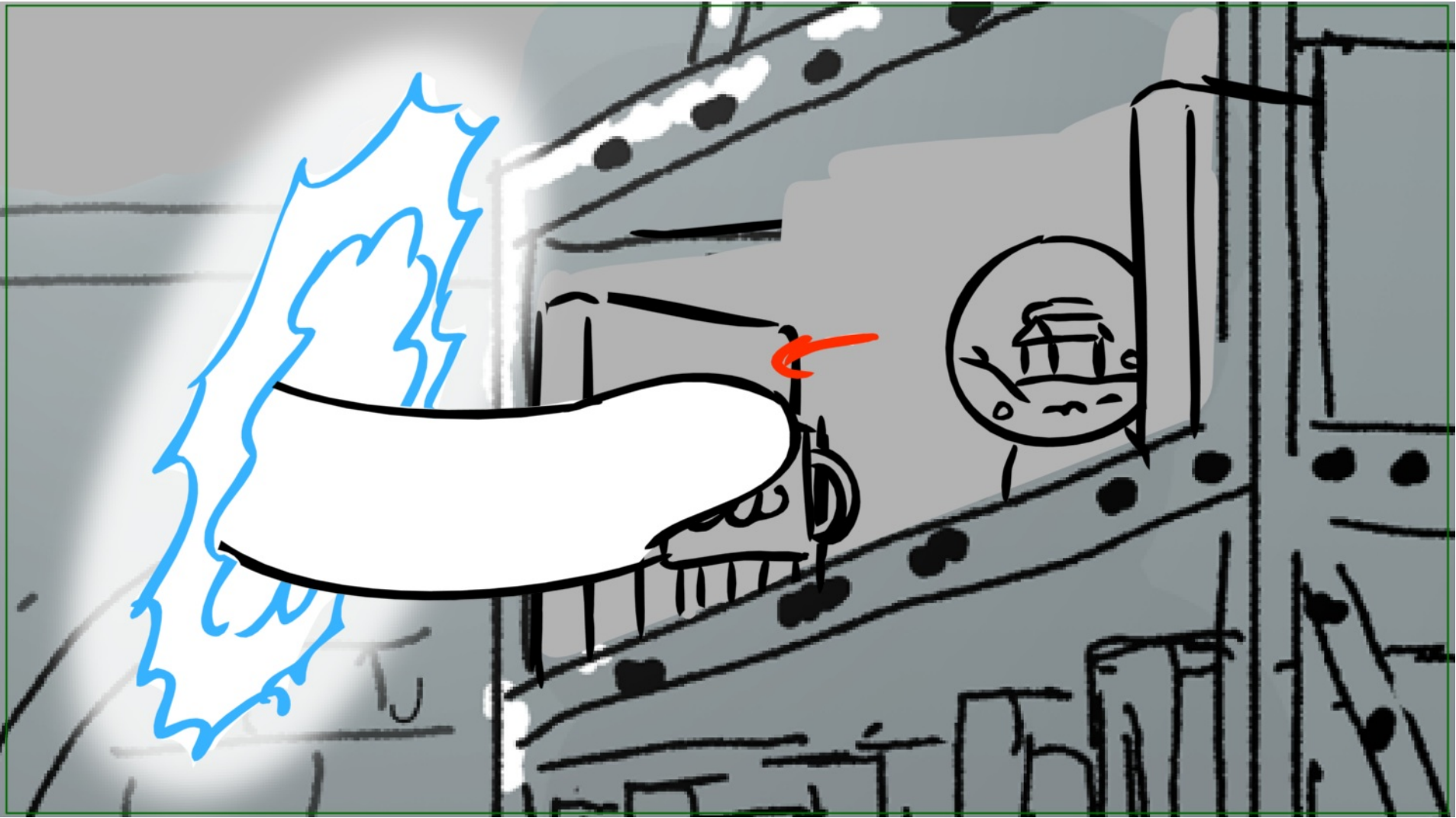




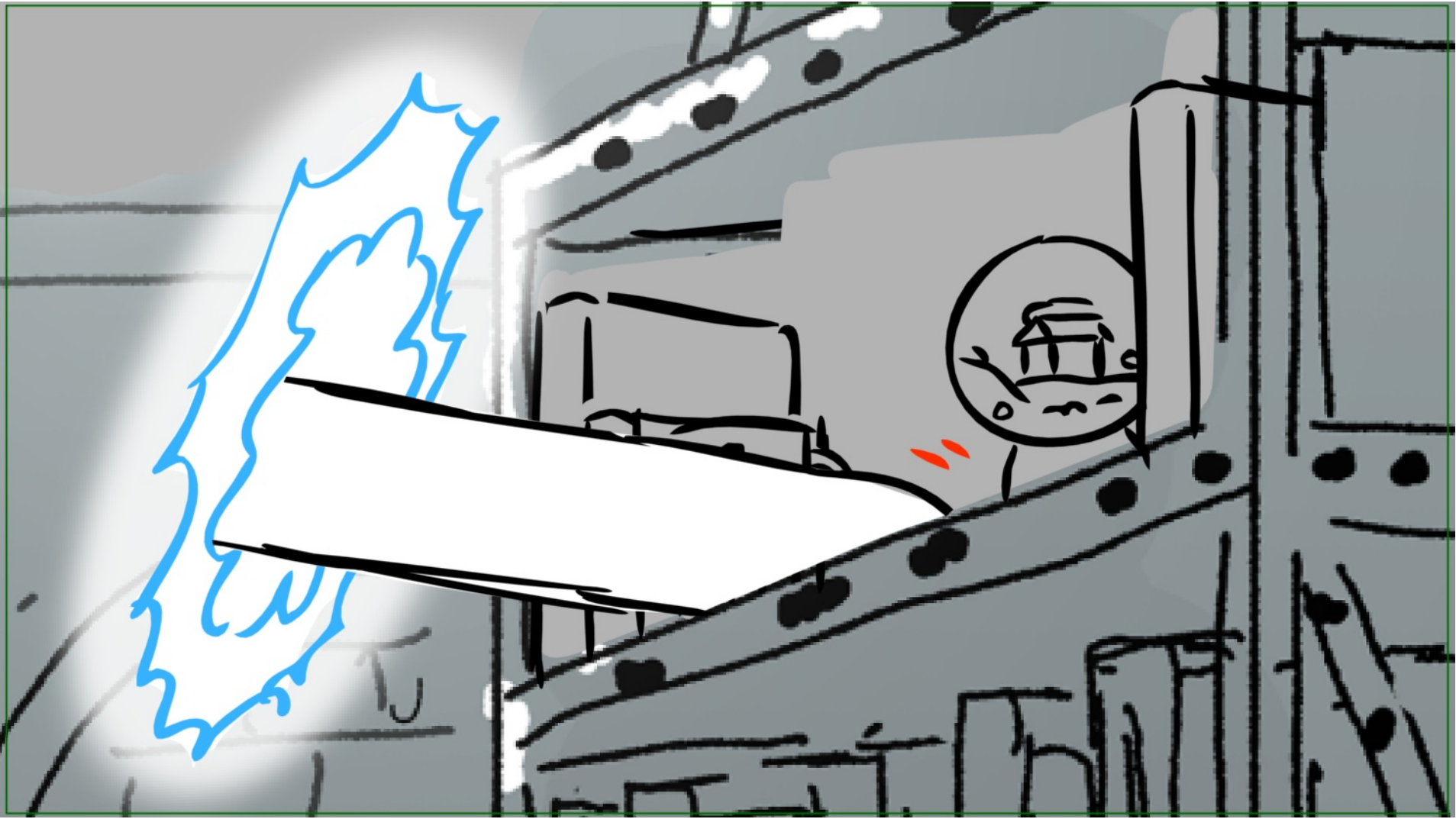


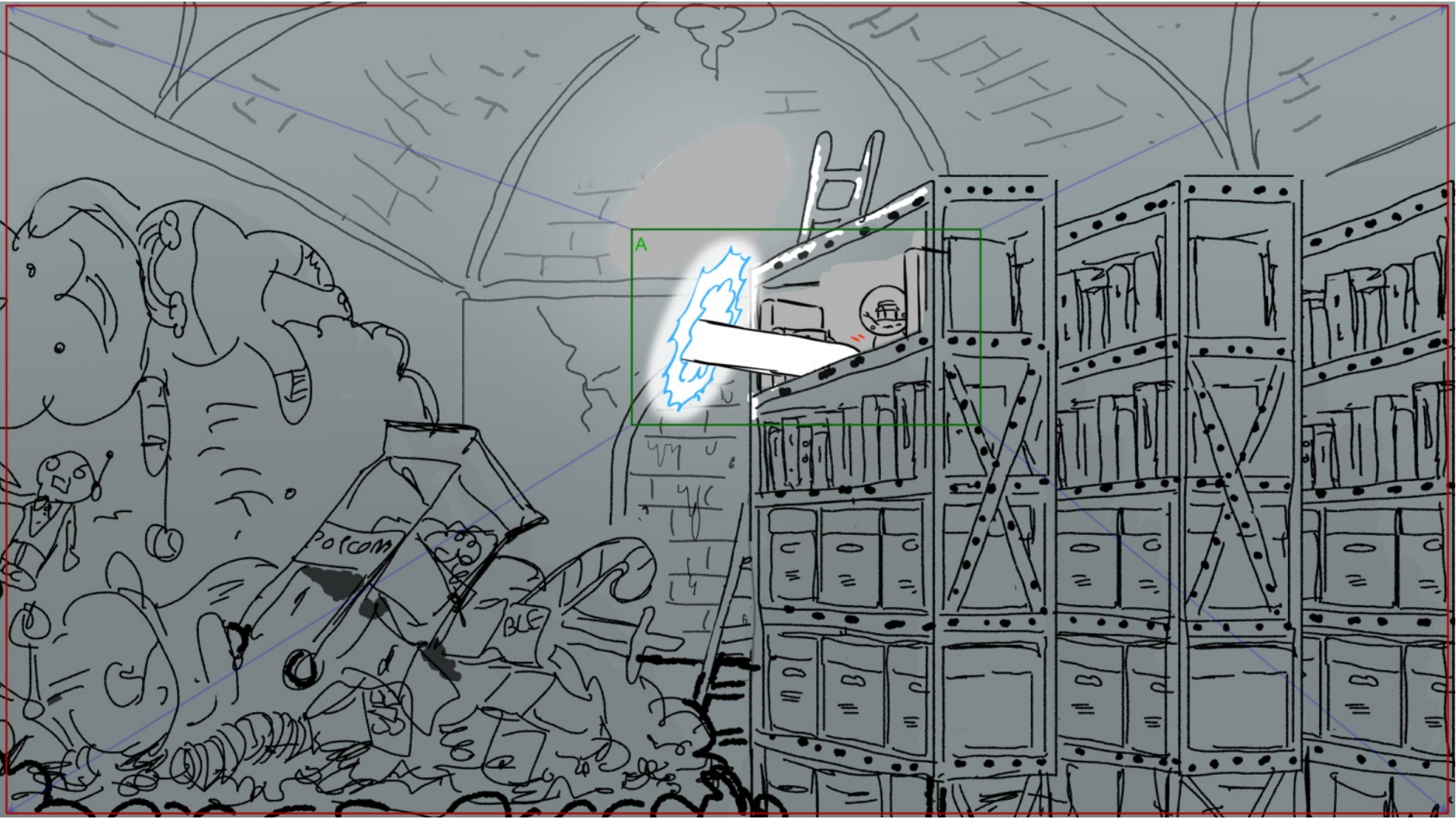




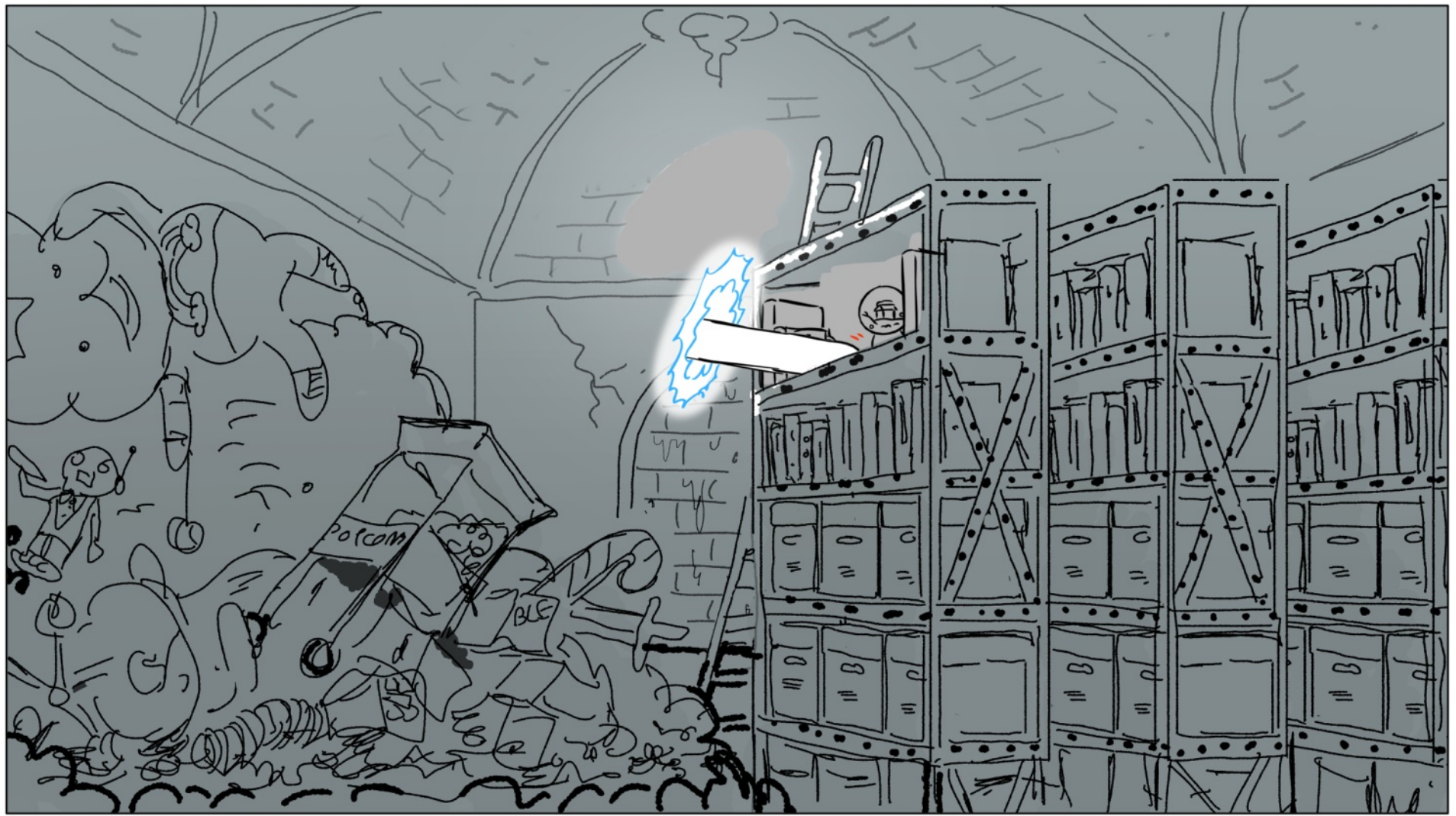


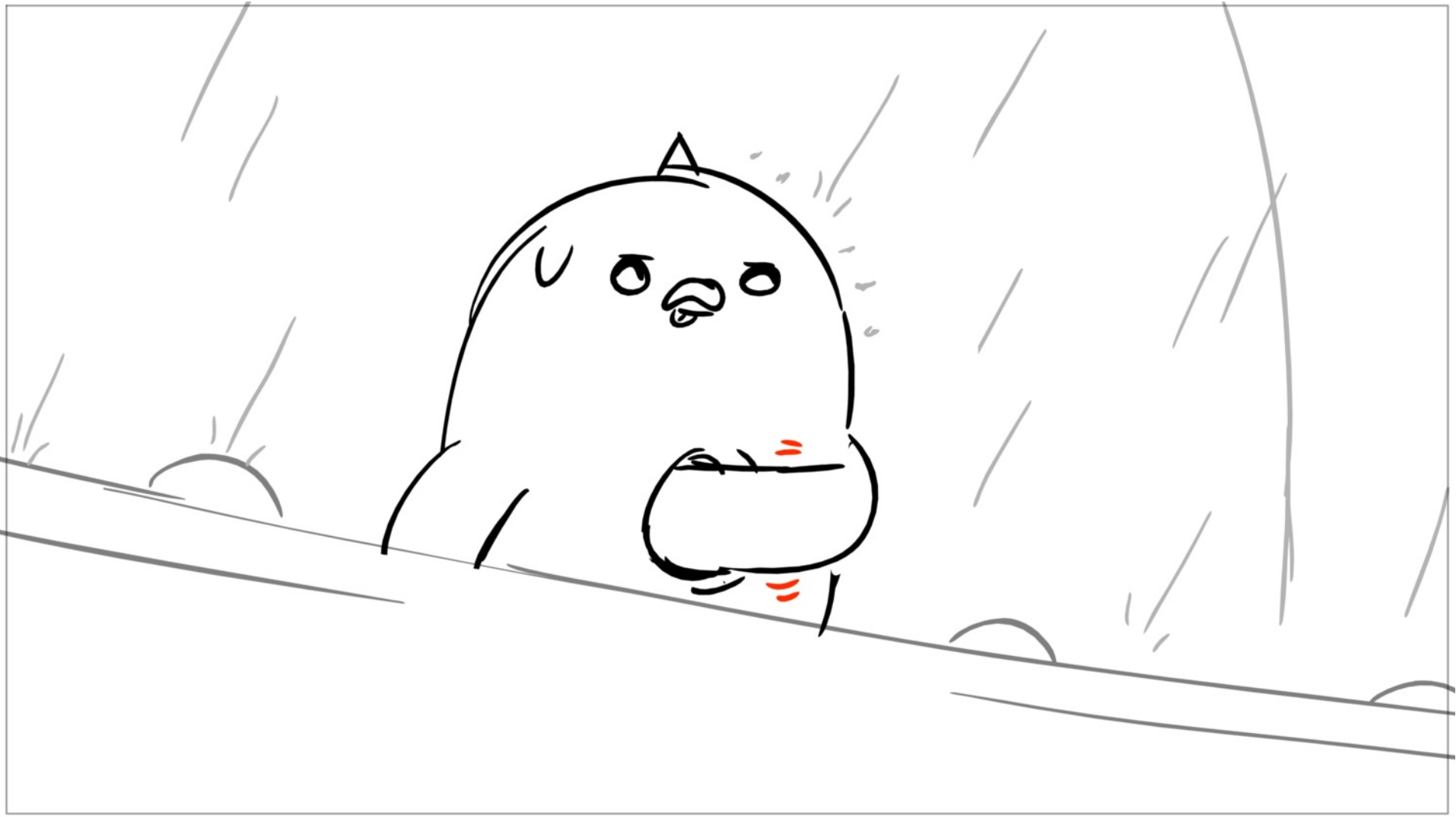












Scene

013

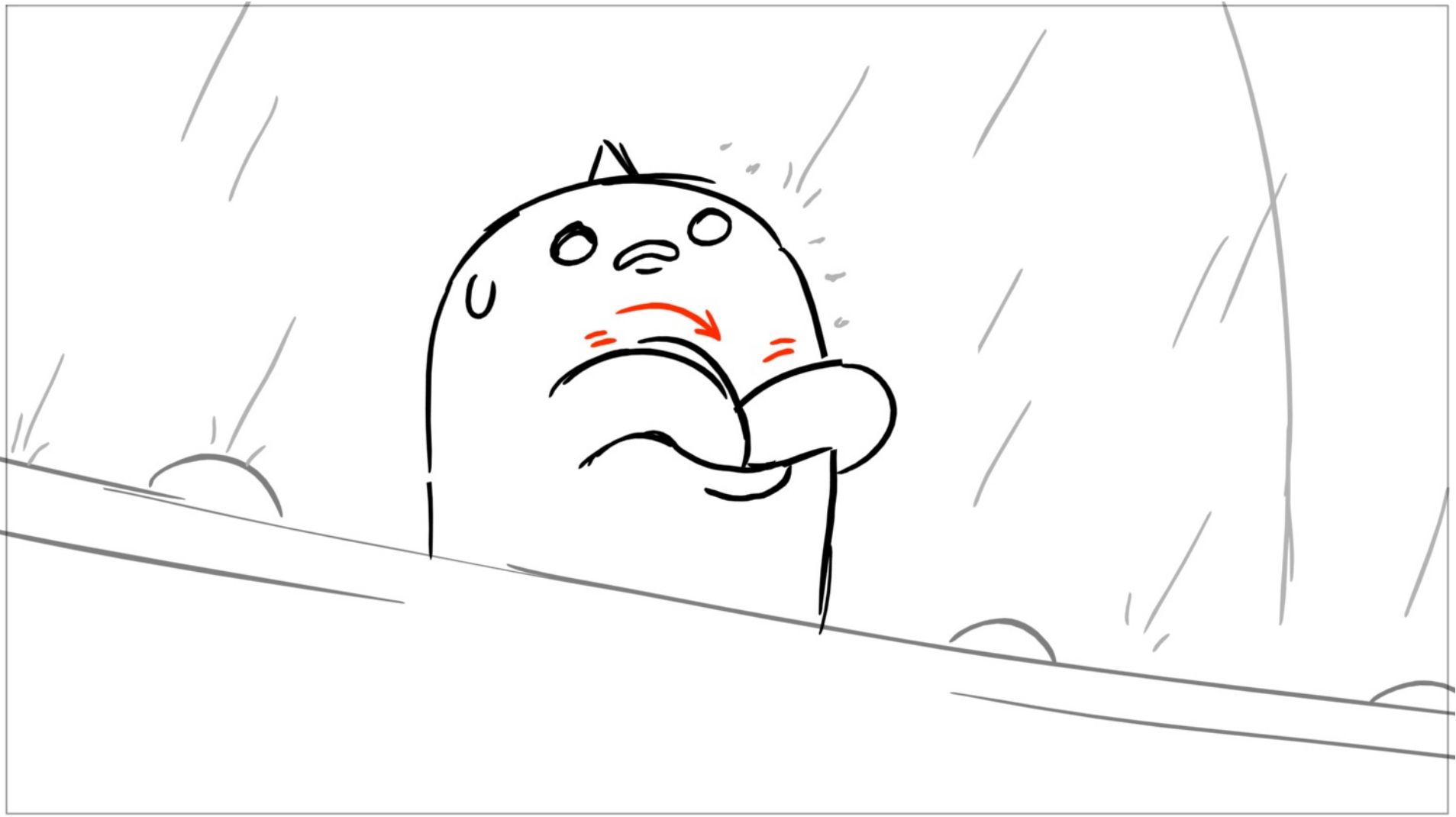
Panel

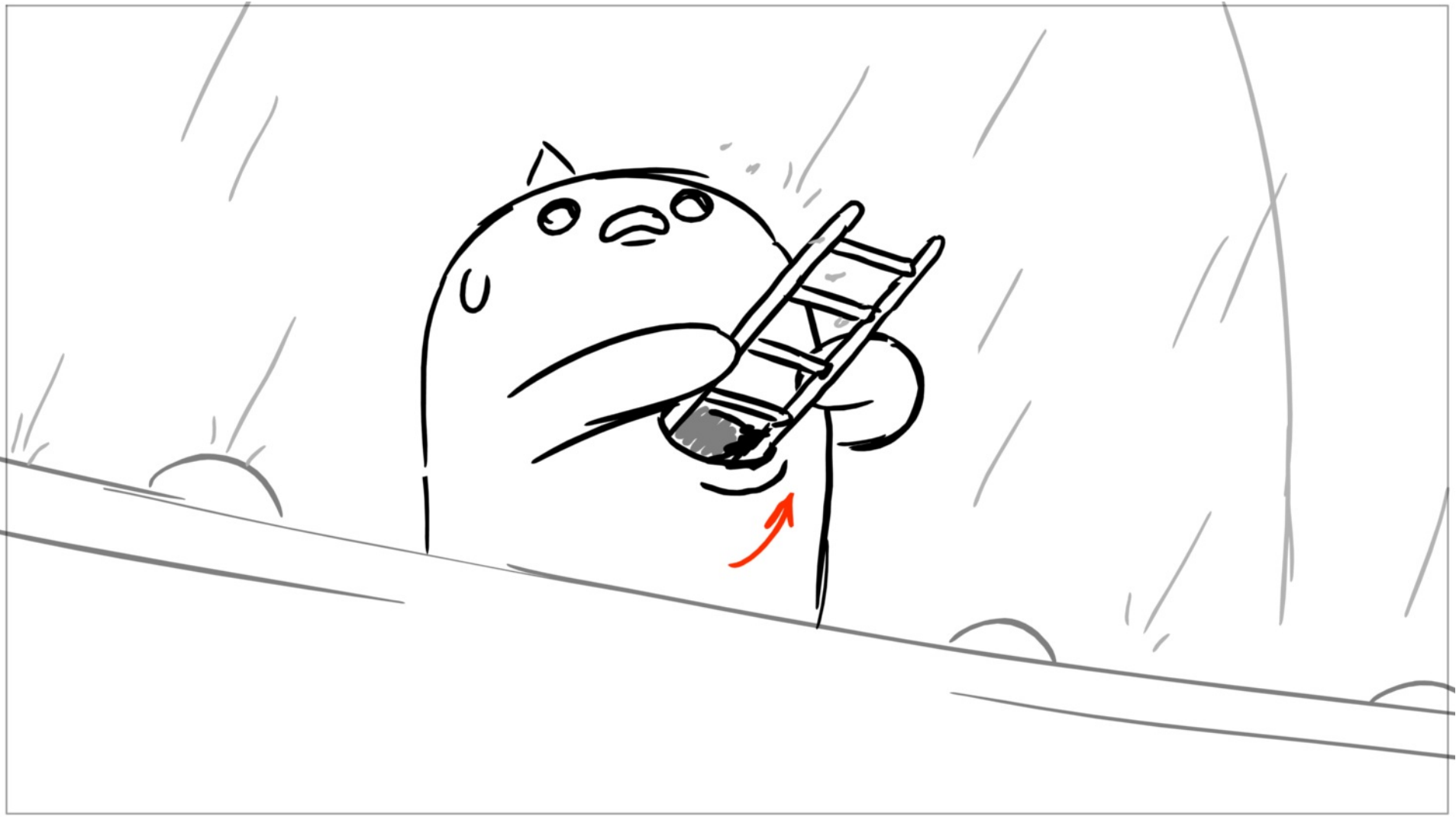
2

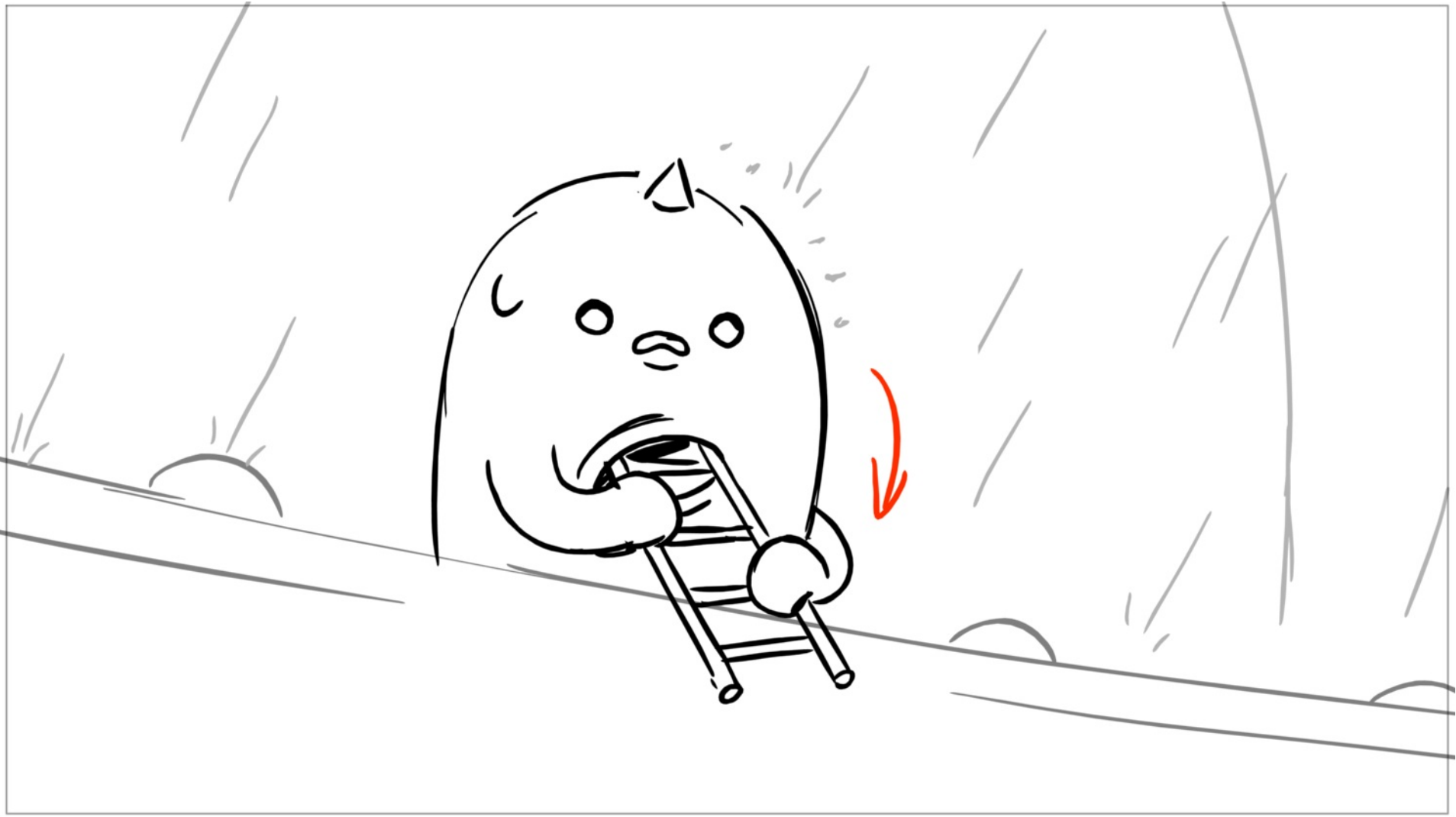


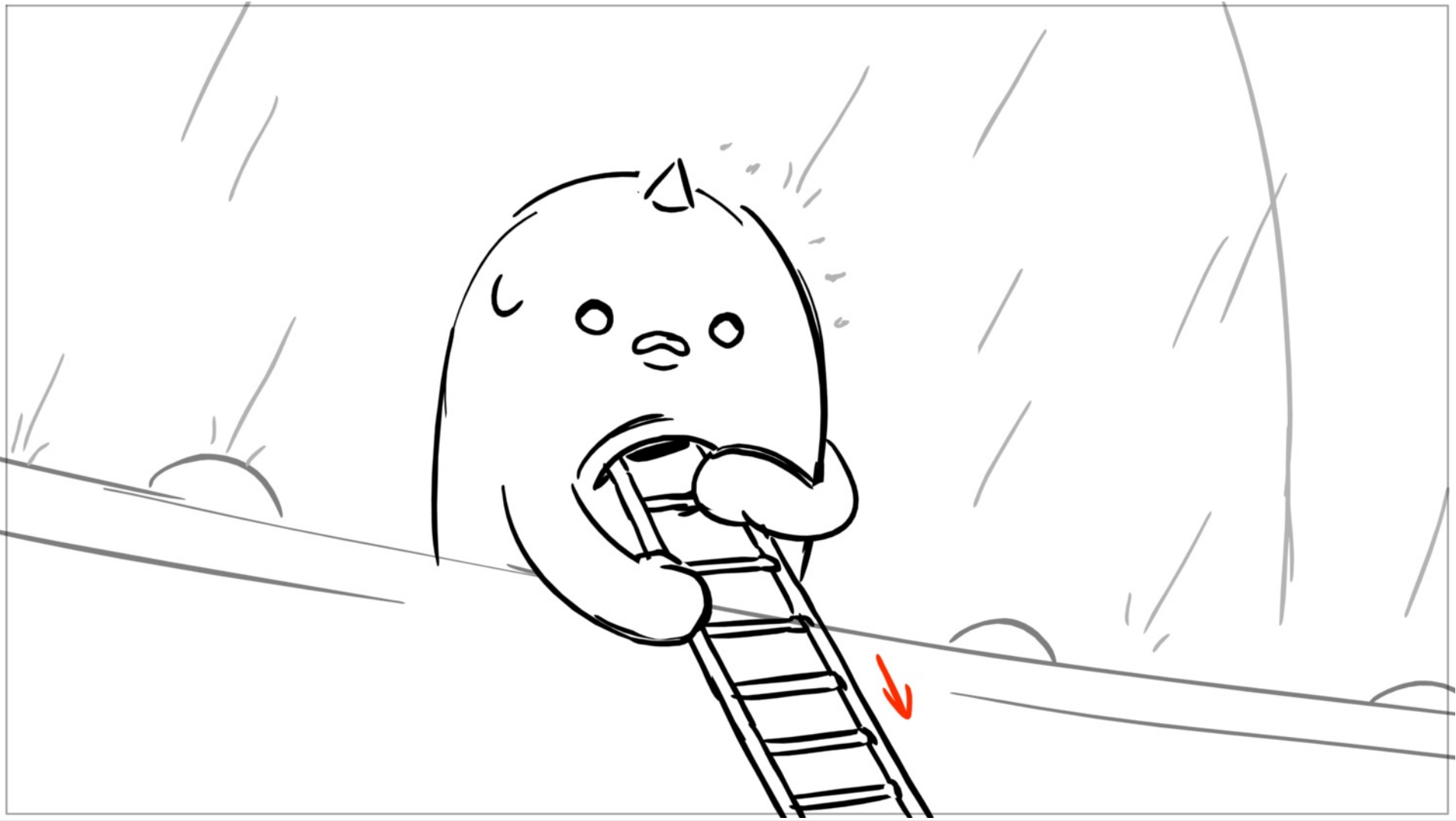
Dialog

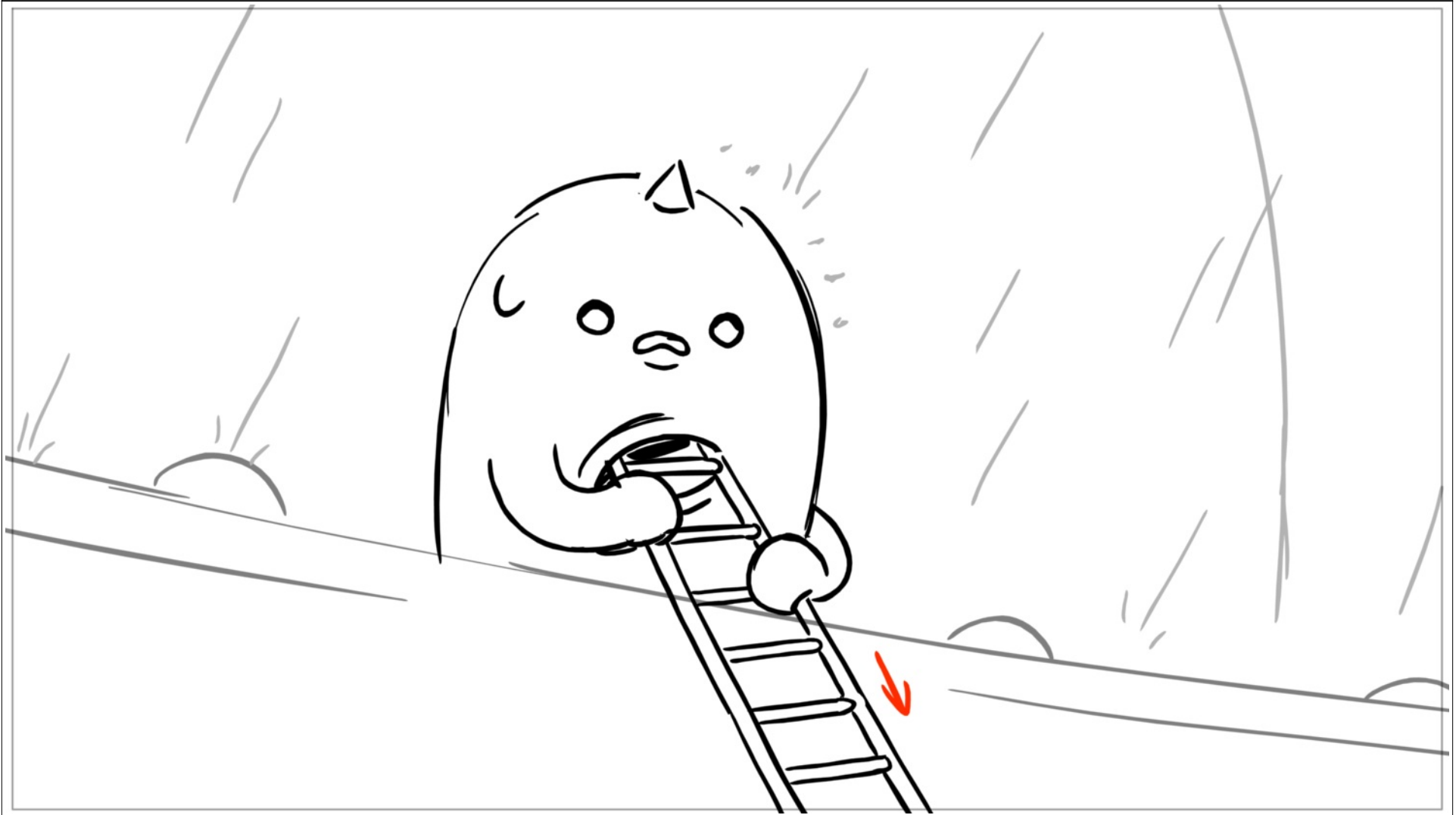
B: Aha!













Scene

014

Panel

1



Dialog

S: That's --

Scene

014

Panel

2



Dialog

S: -- it, --

Scene

014

Panel

3



Dialog

S: That's it, --

Scene

014

Panel

4



Dialog

S: --keep it coming-

Scene

014

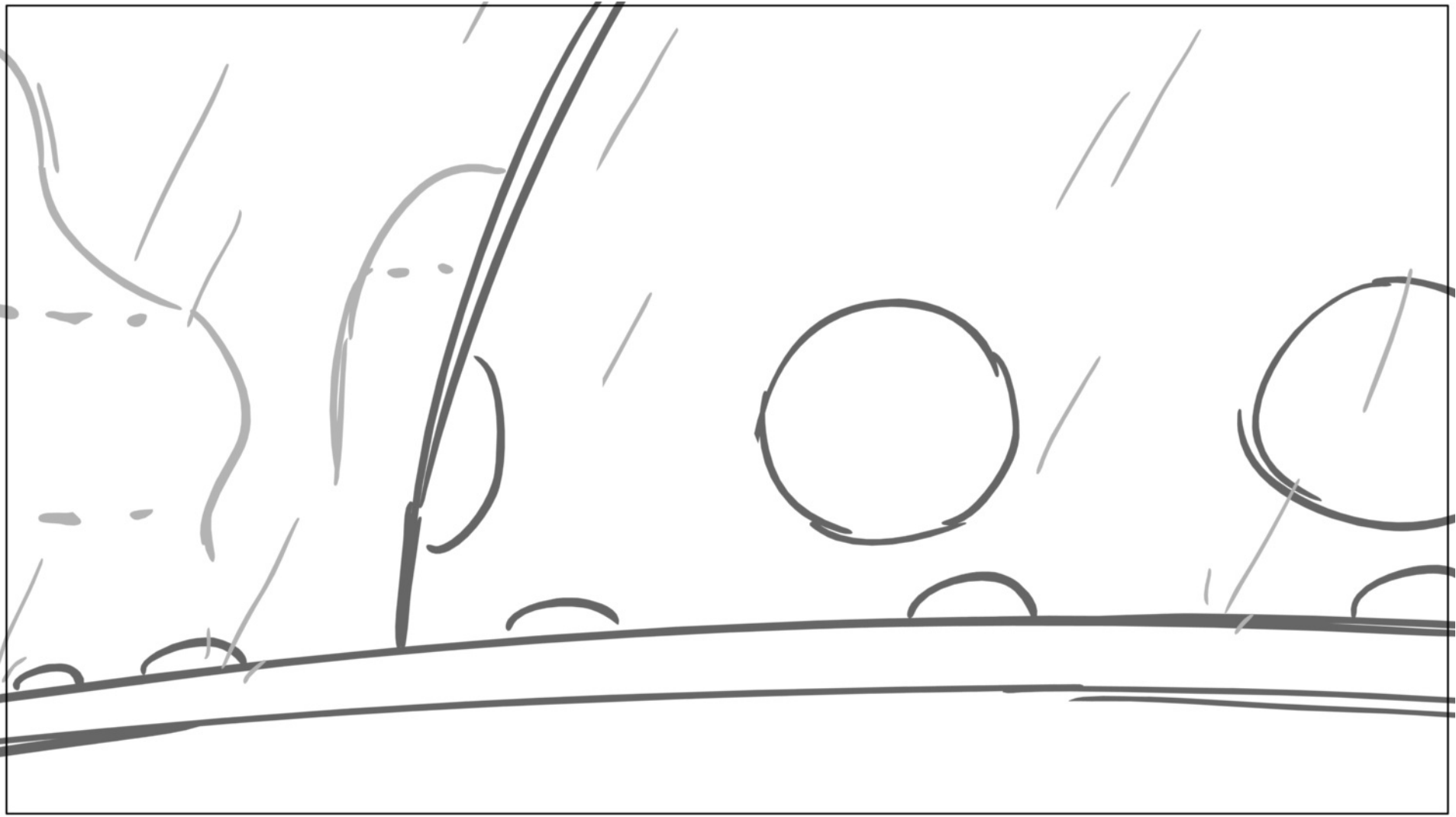
Panel

5



Dialog

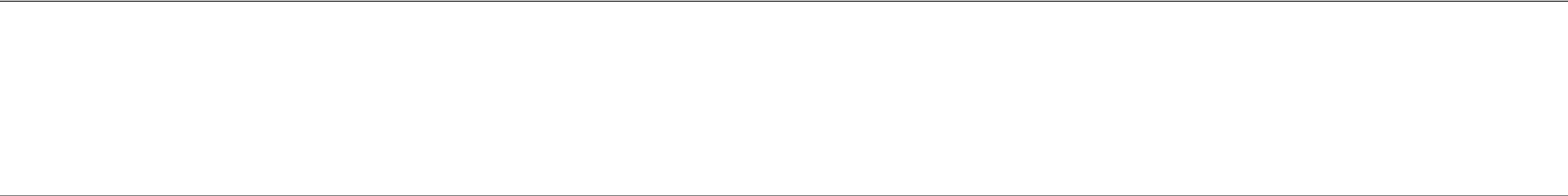
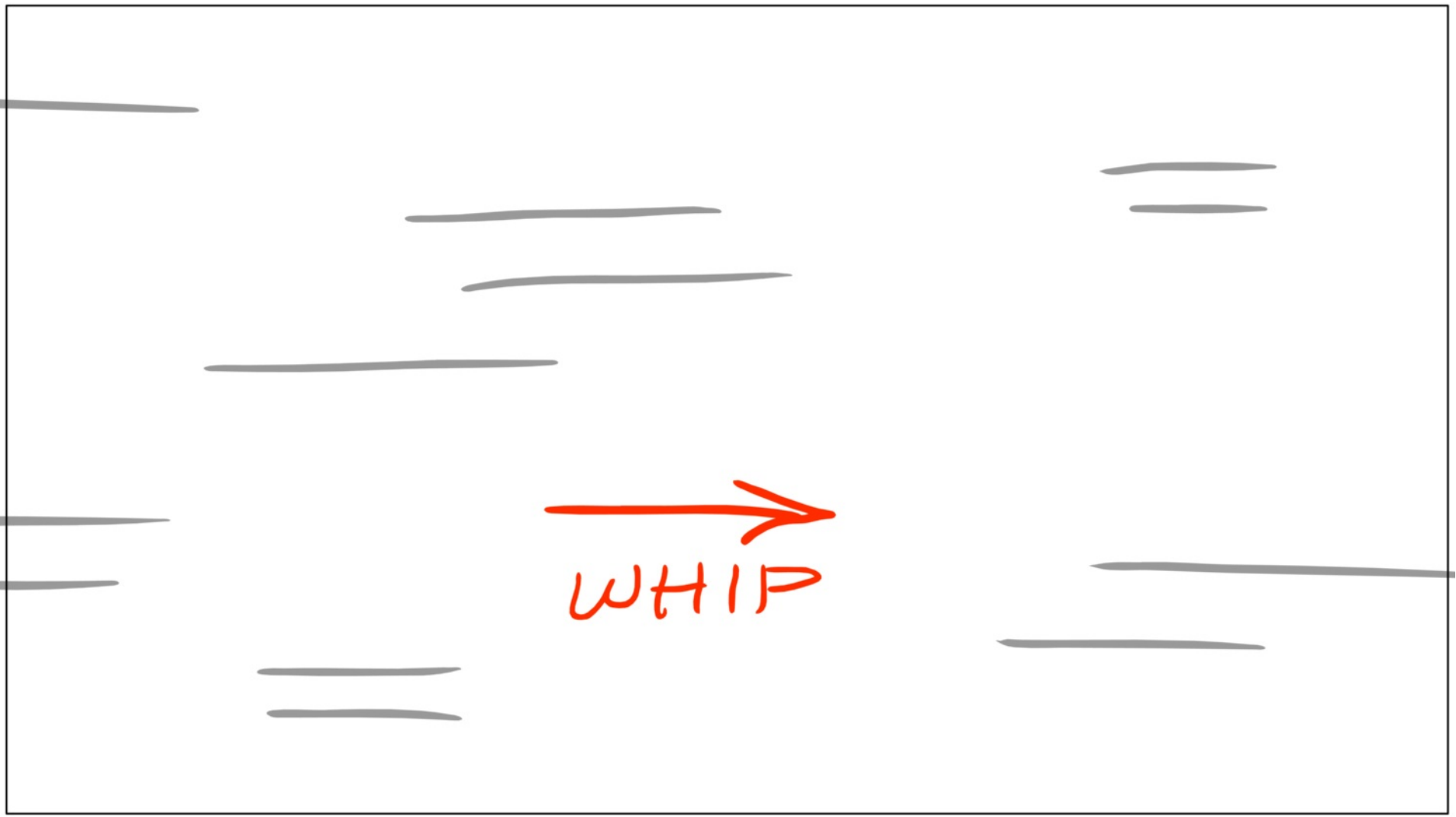
B: (gasp) Look out!



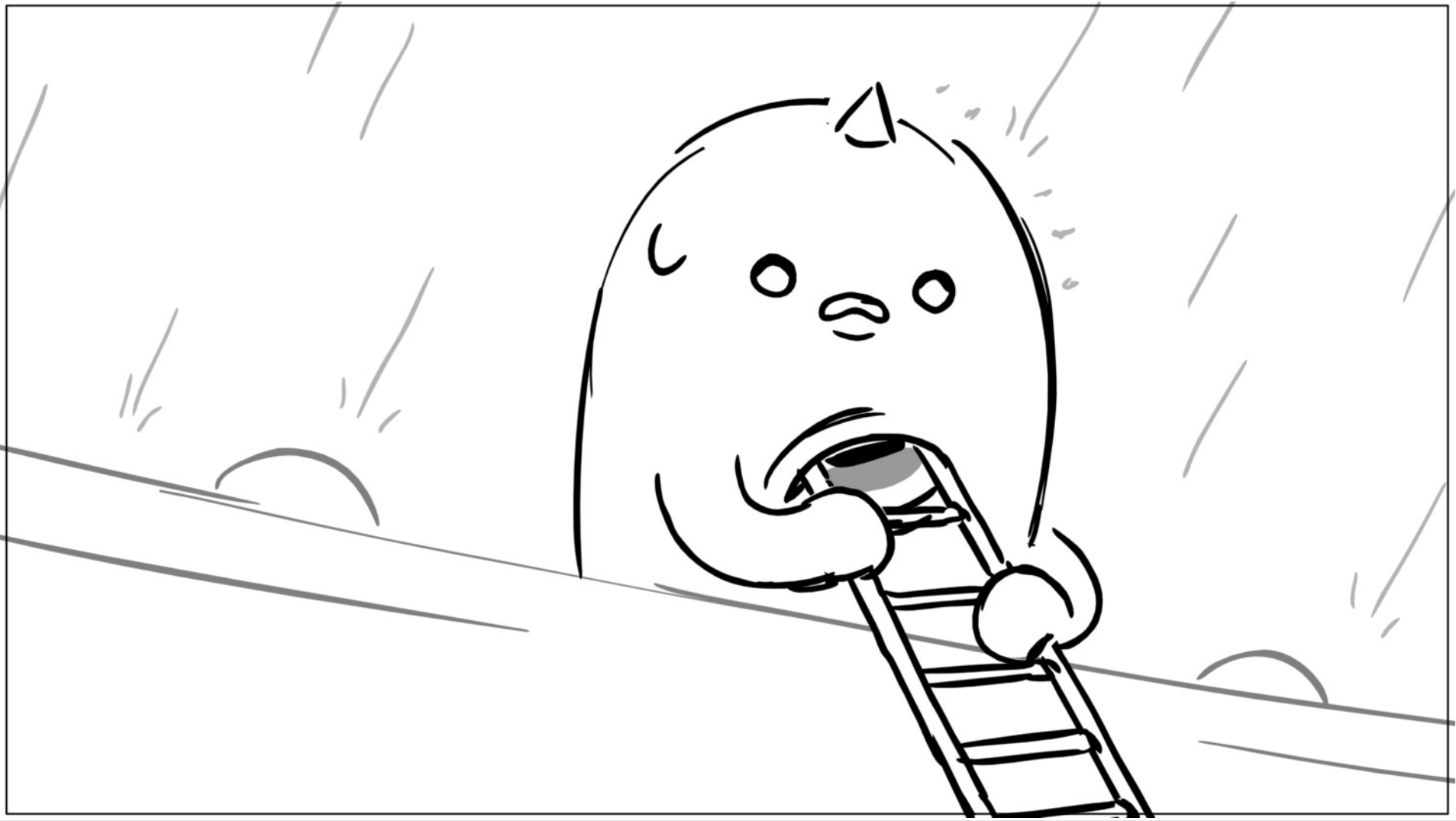


Dialog

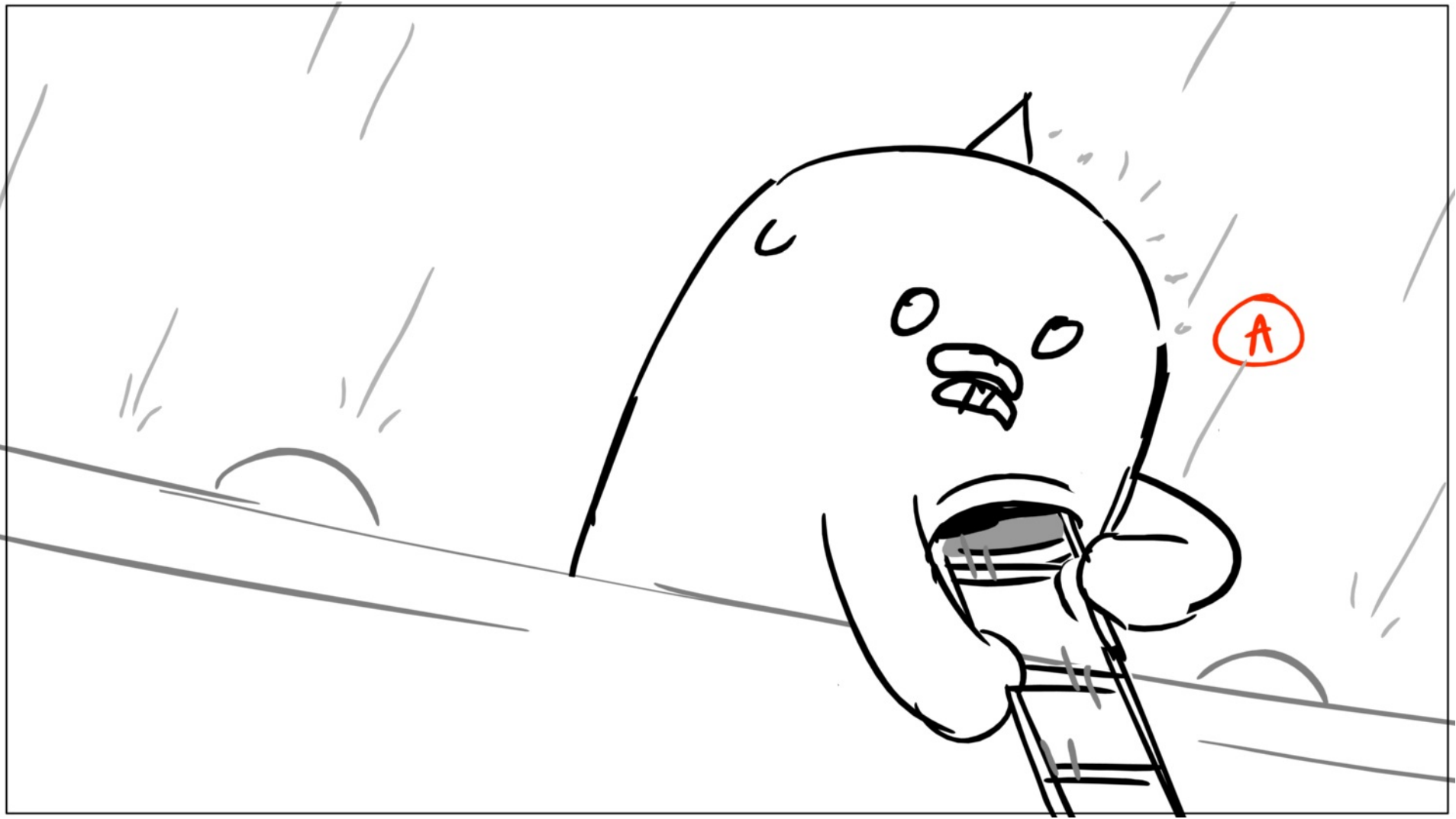
Guards: (running)



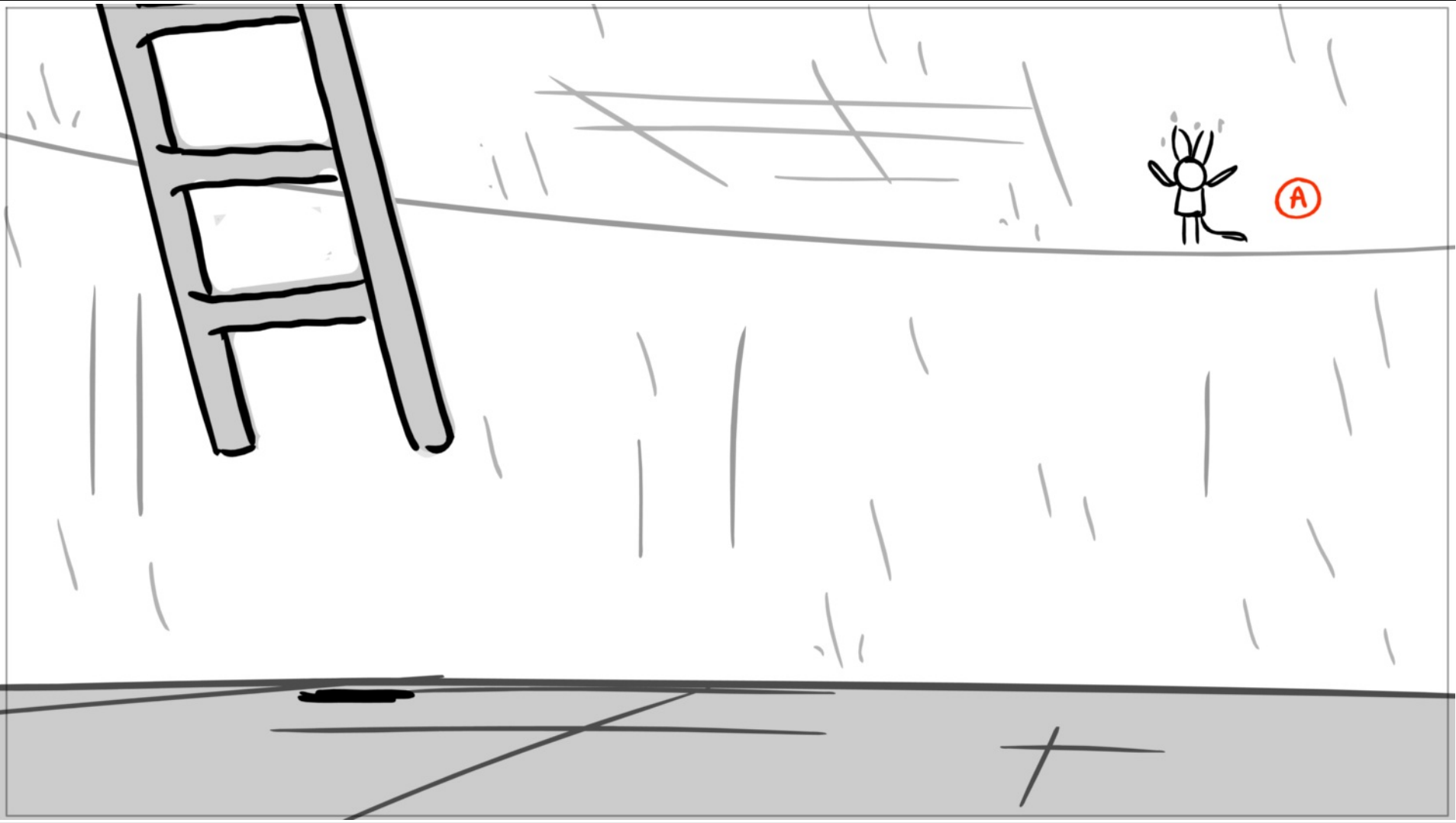


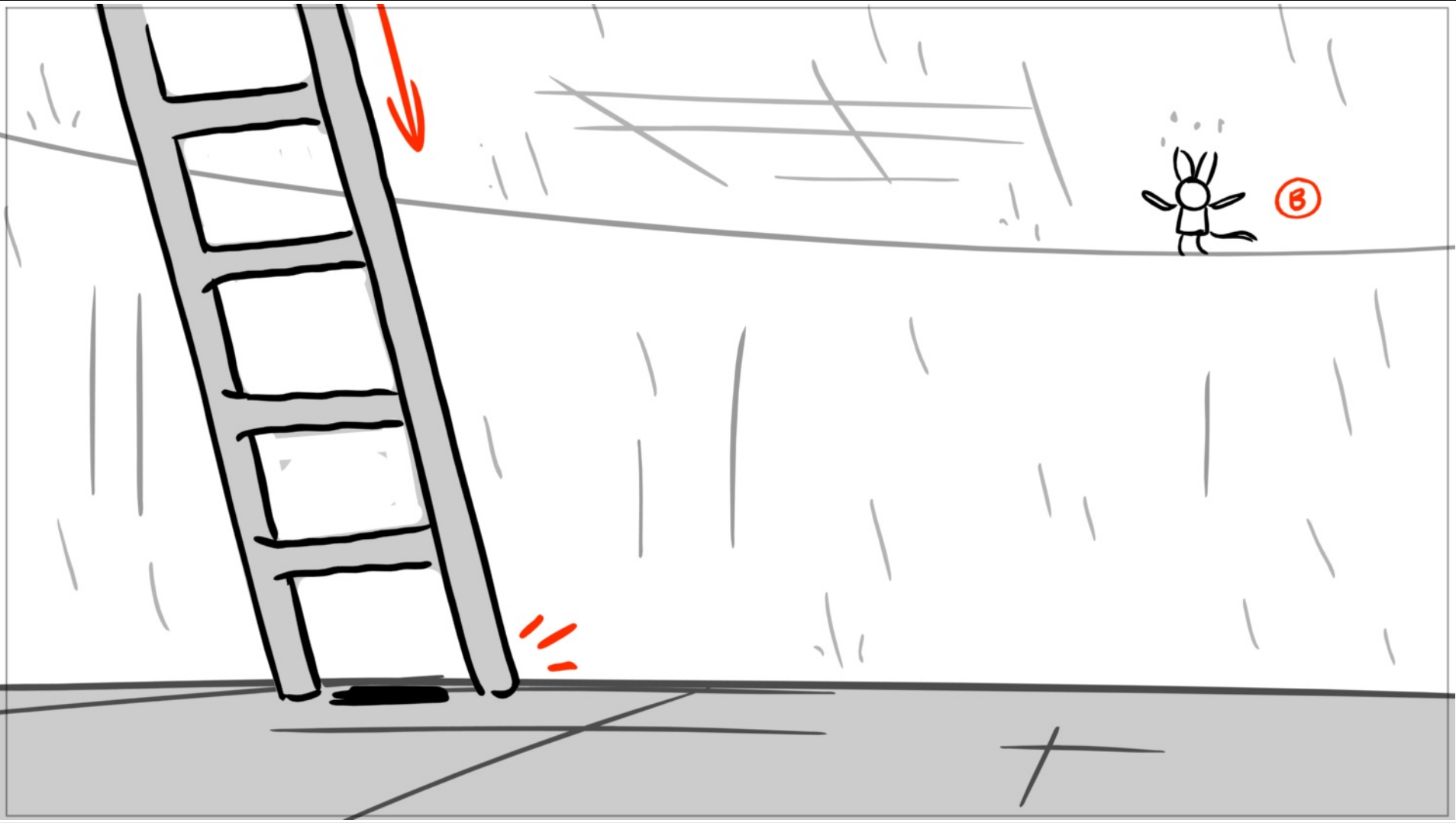


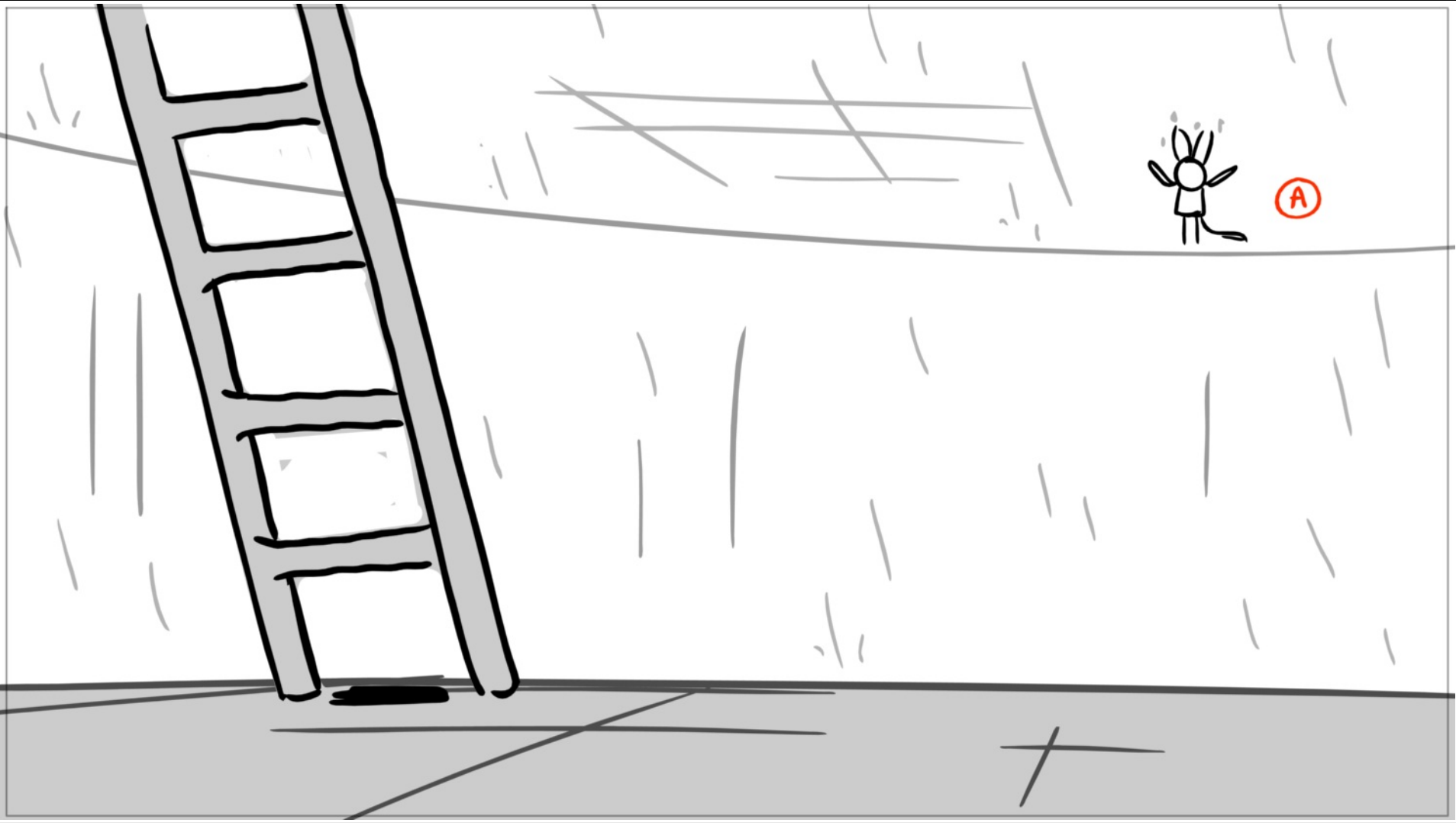


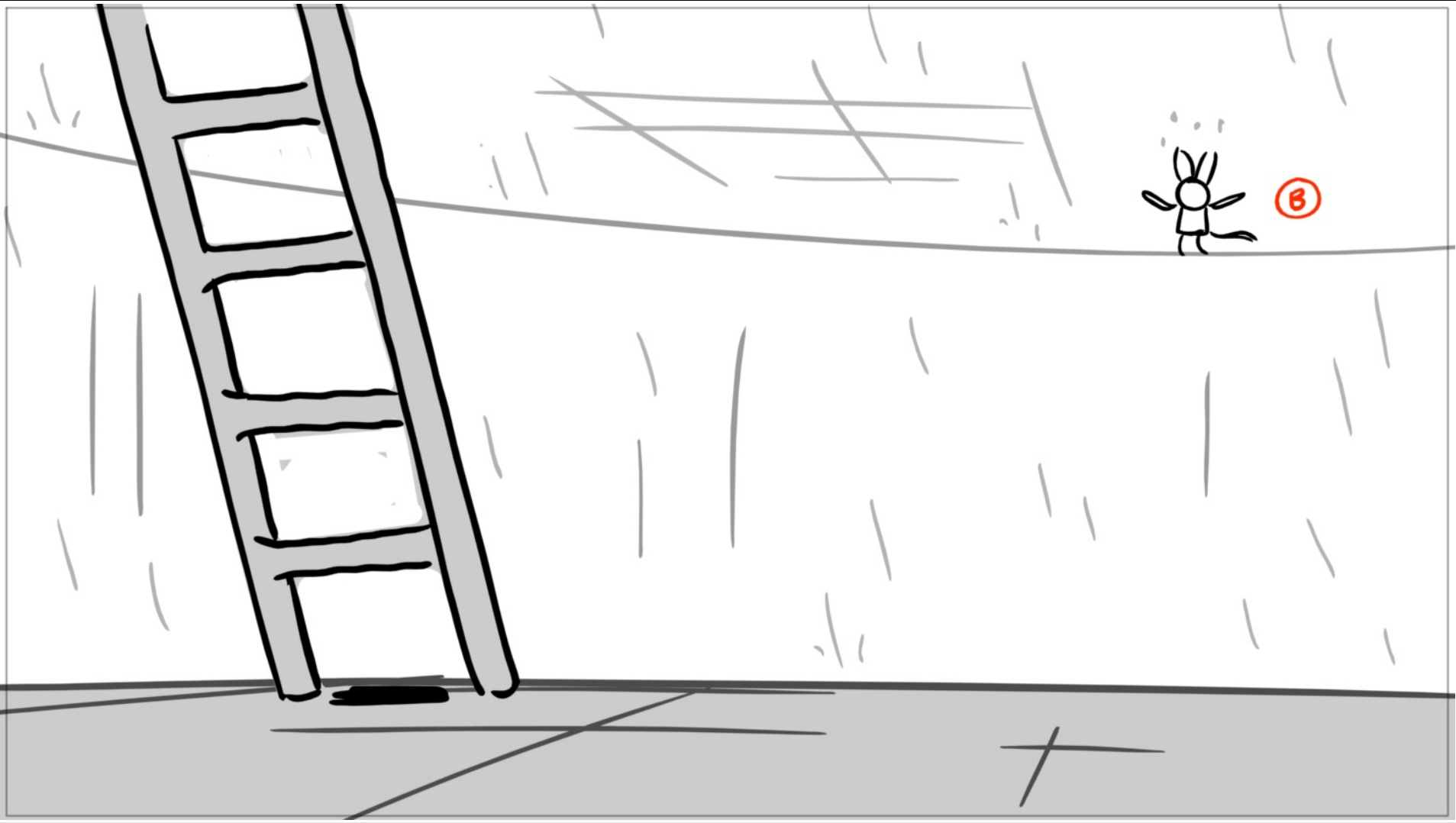
















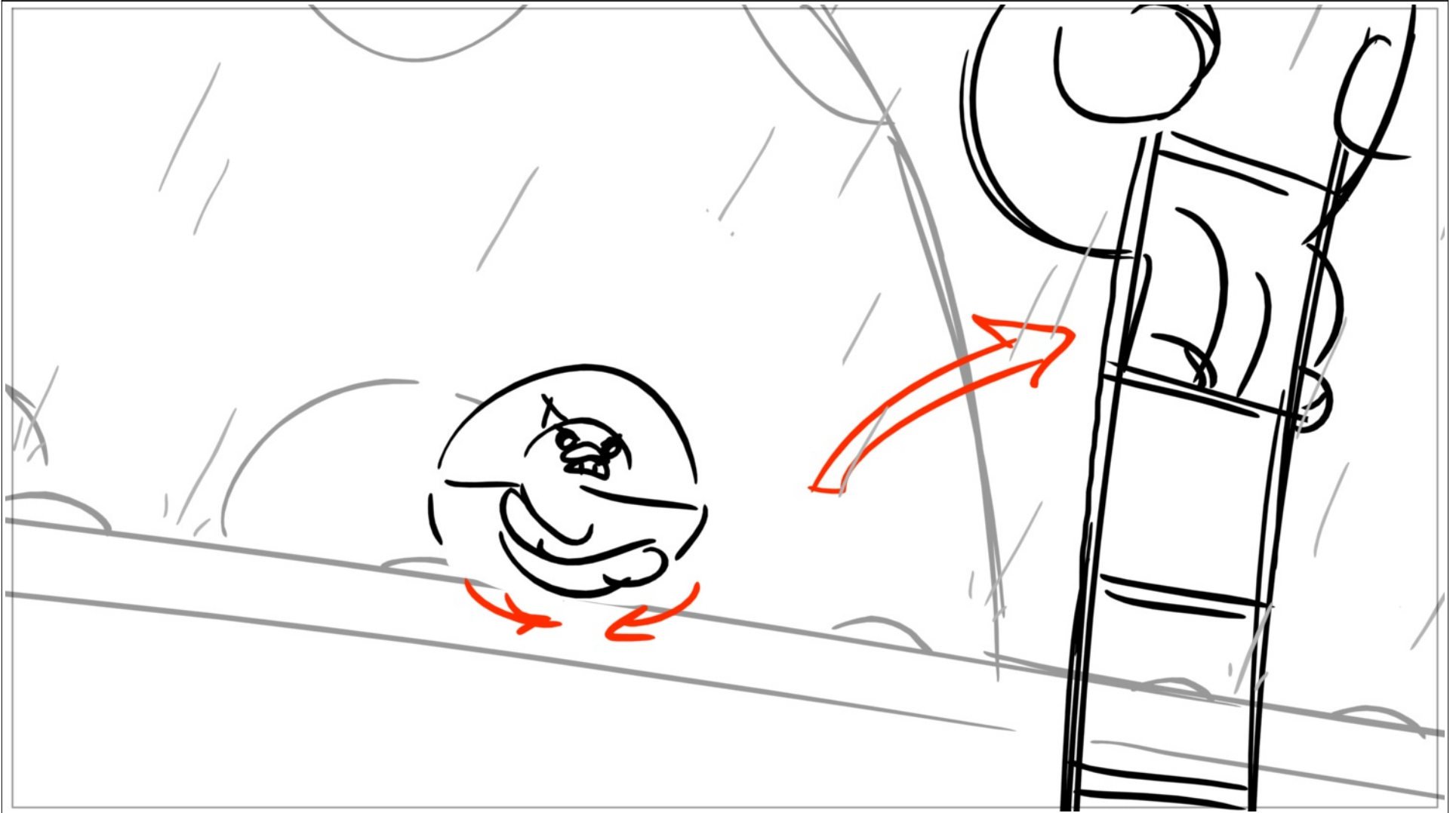


Scene

017

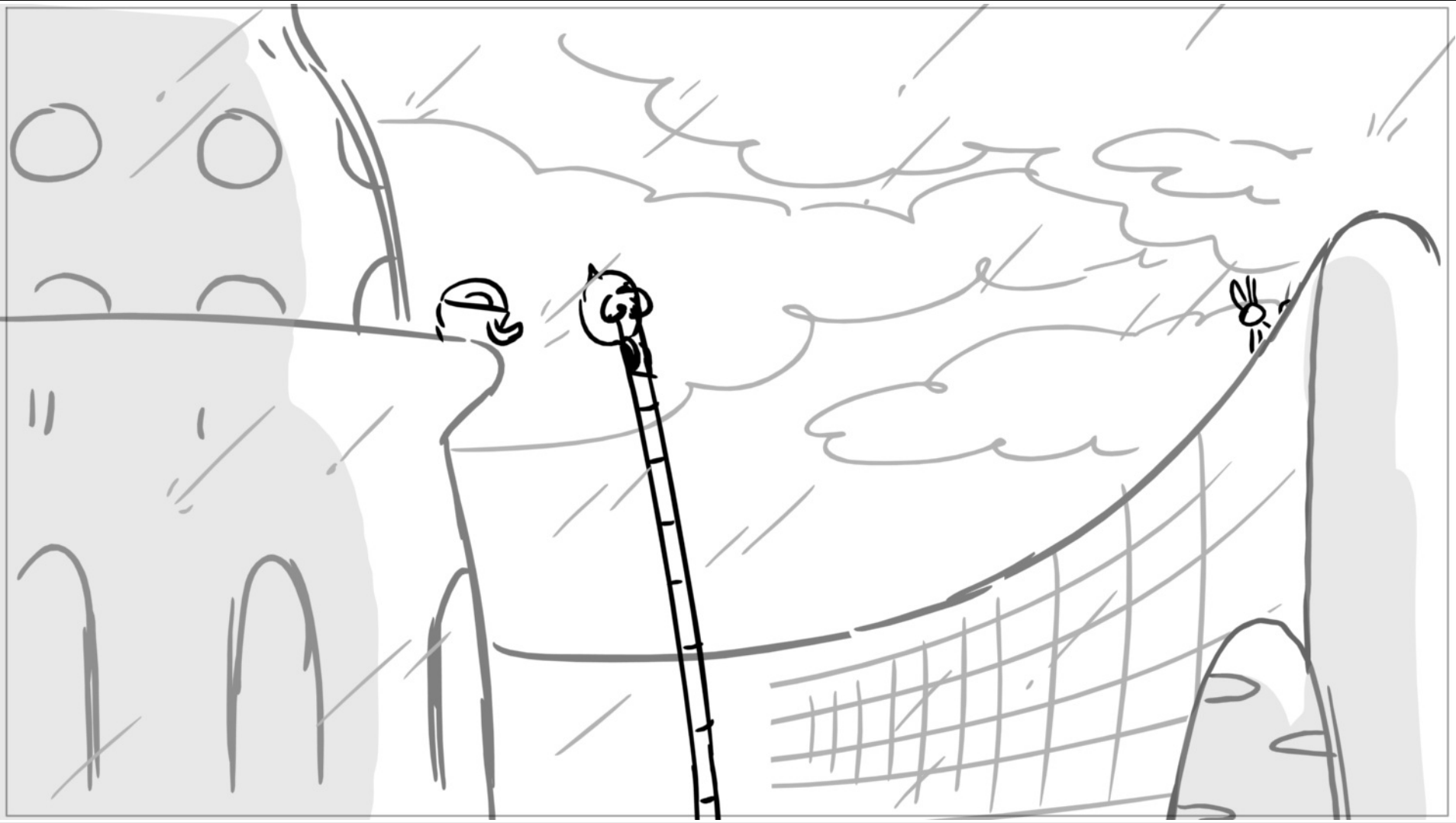
Panel

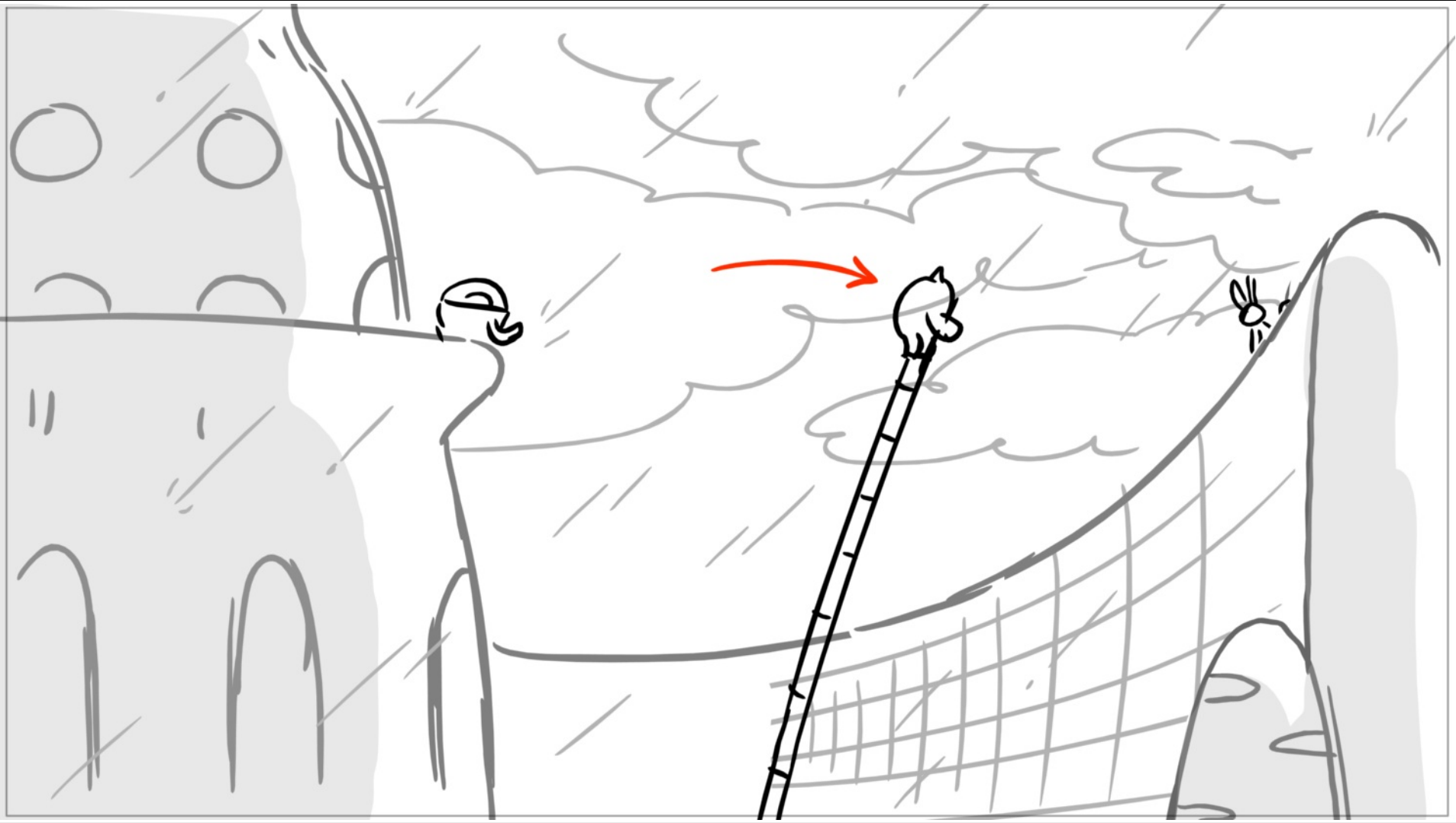
3

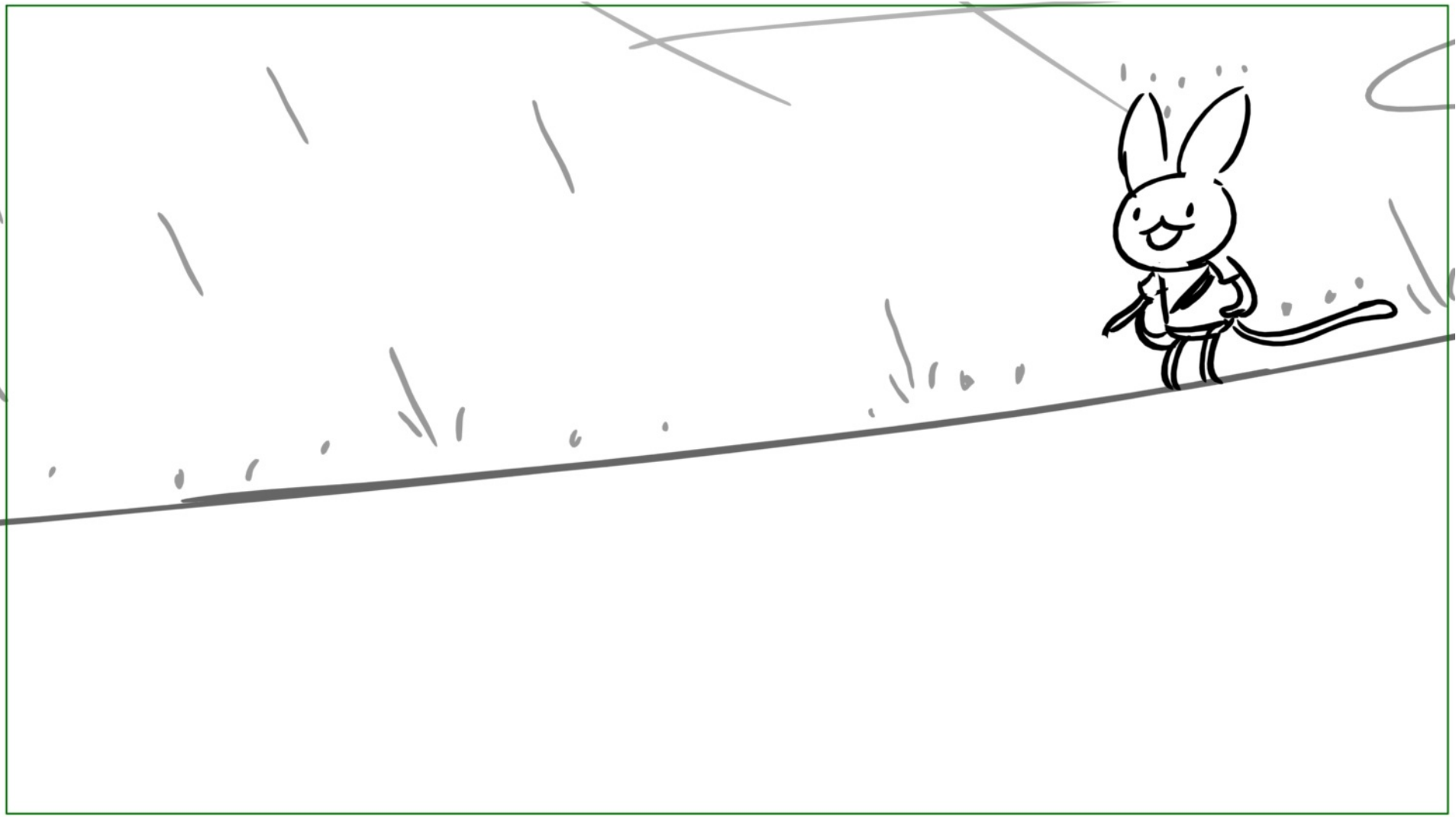


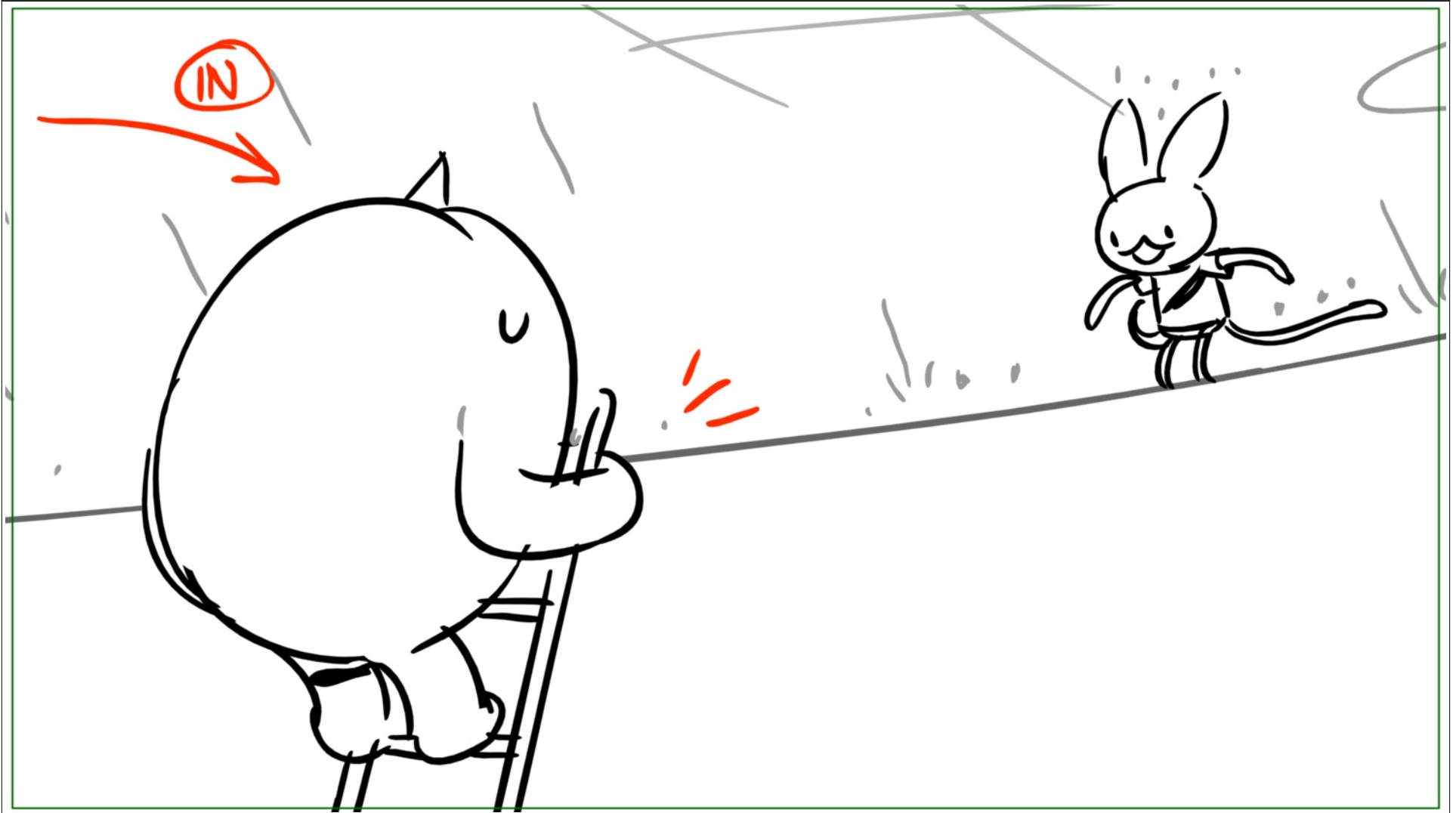
Dialog

Guard: (grab effort)



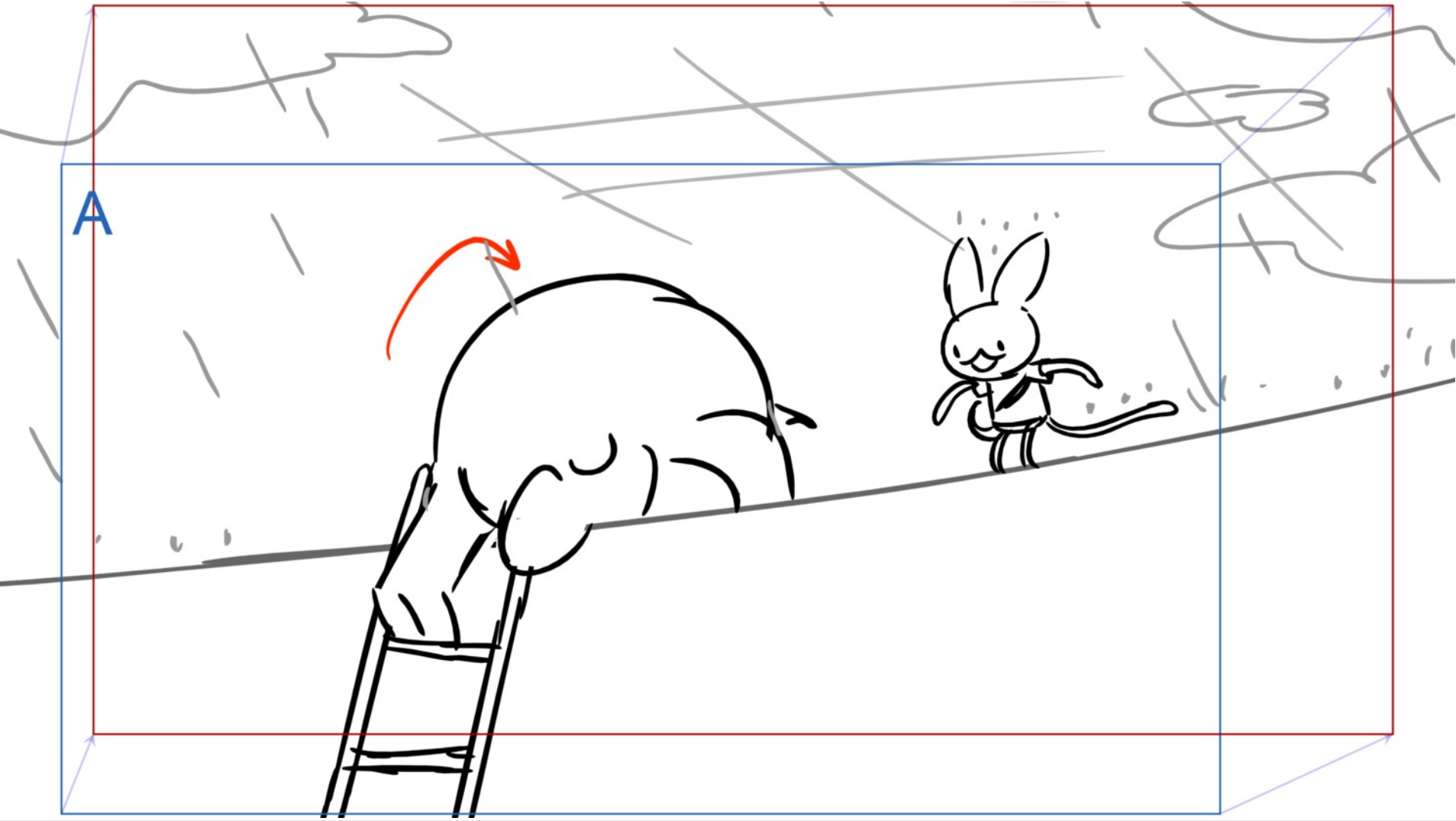




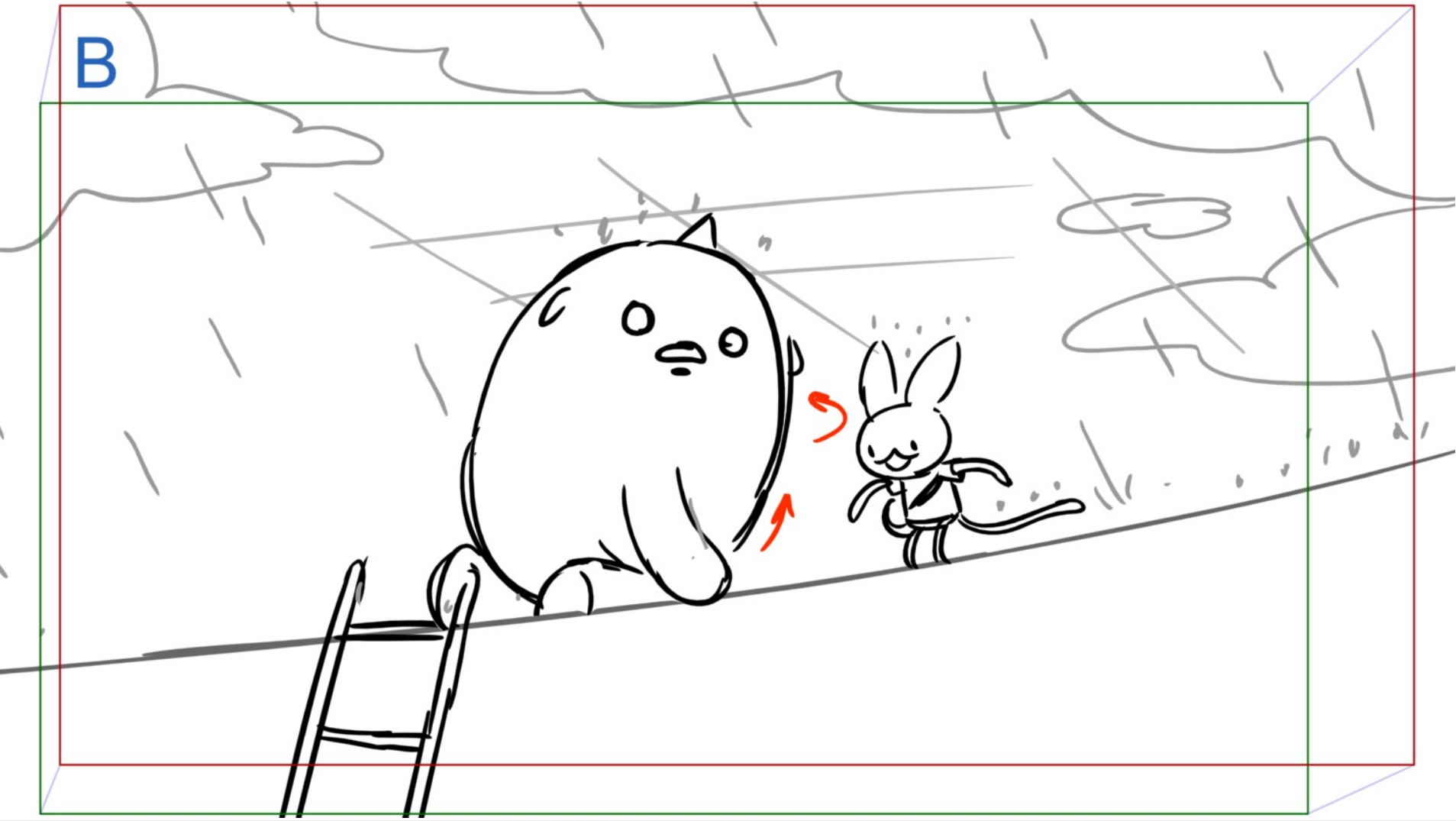


Dialog

B: (impact)













Dialog

S&amp;B: Haha, yeah!



Dialog

Guards (OS): Vandals! --



## Dialog

Guards (OS): -- You won't get away with this!









Scene

020

Panel

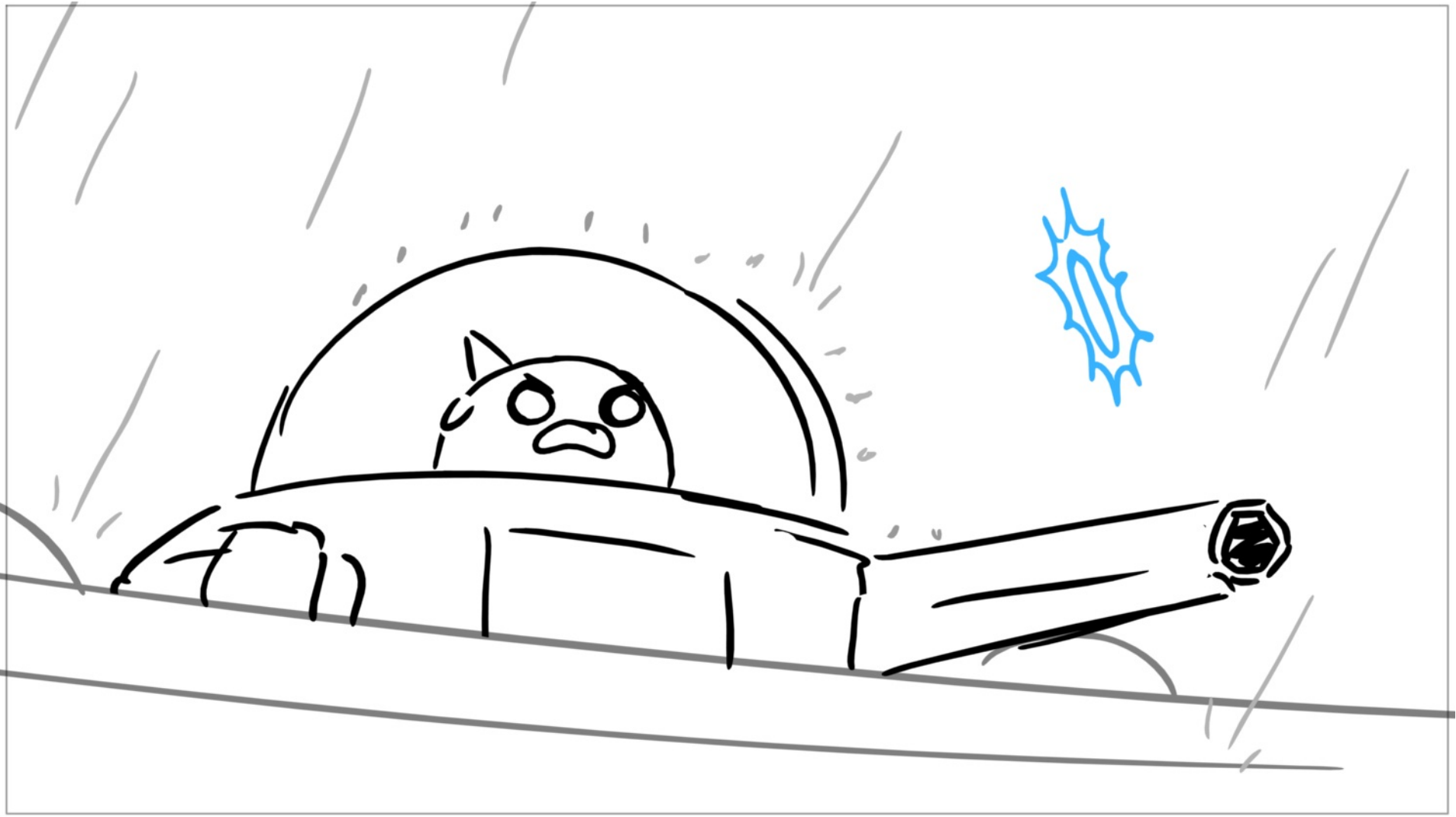
1

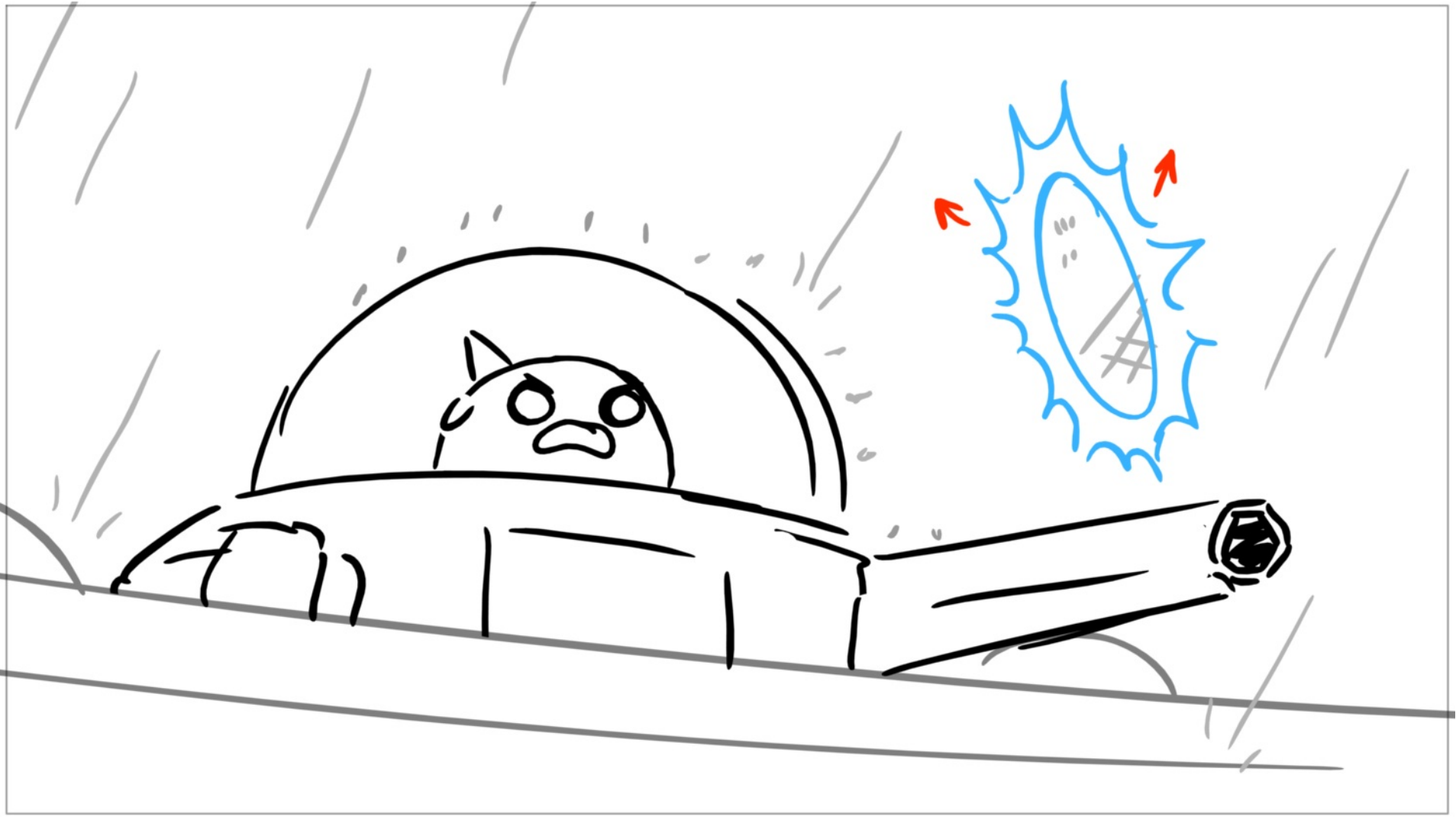


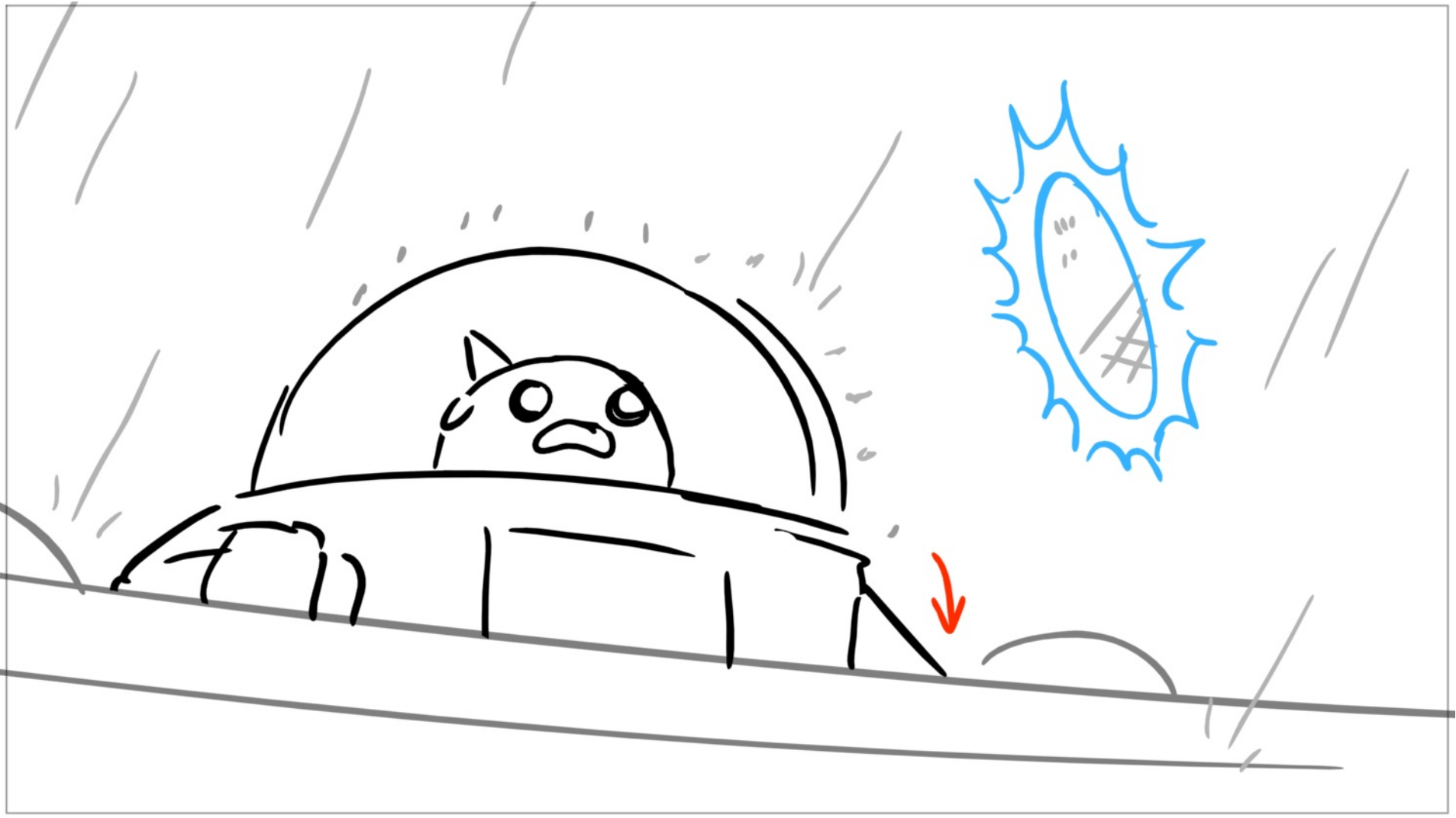
Dialog

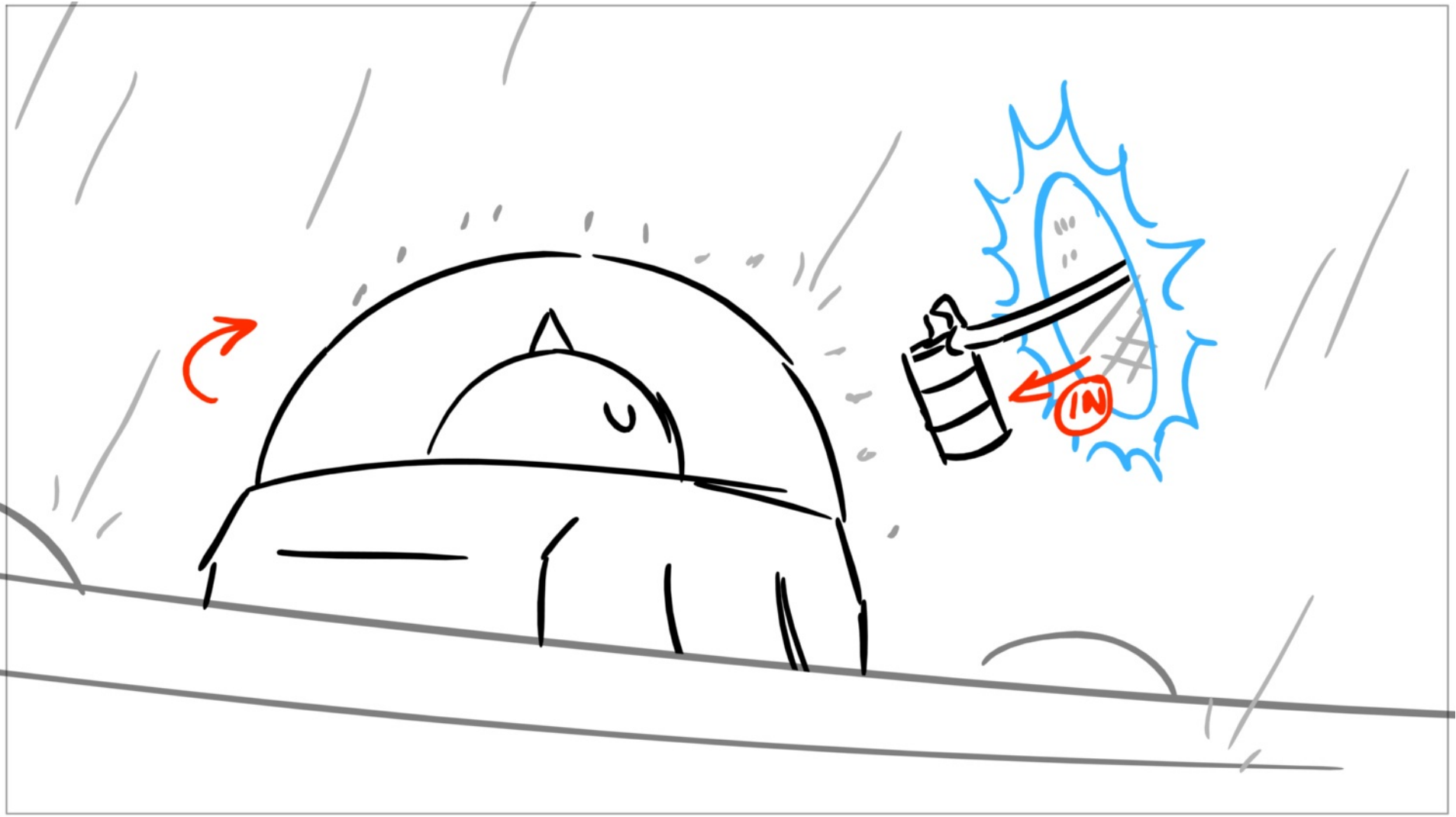
Guard: Grrrrr...

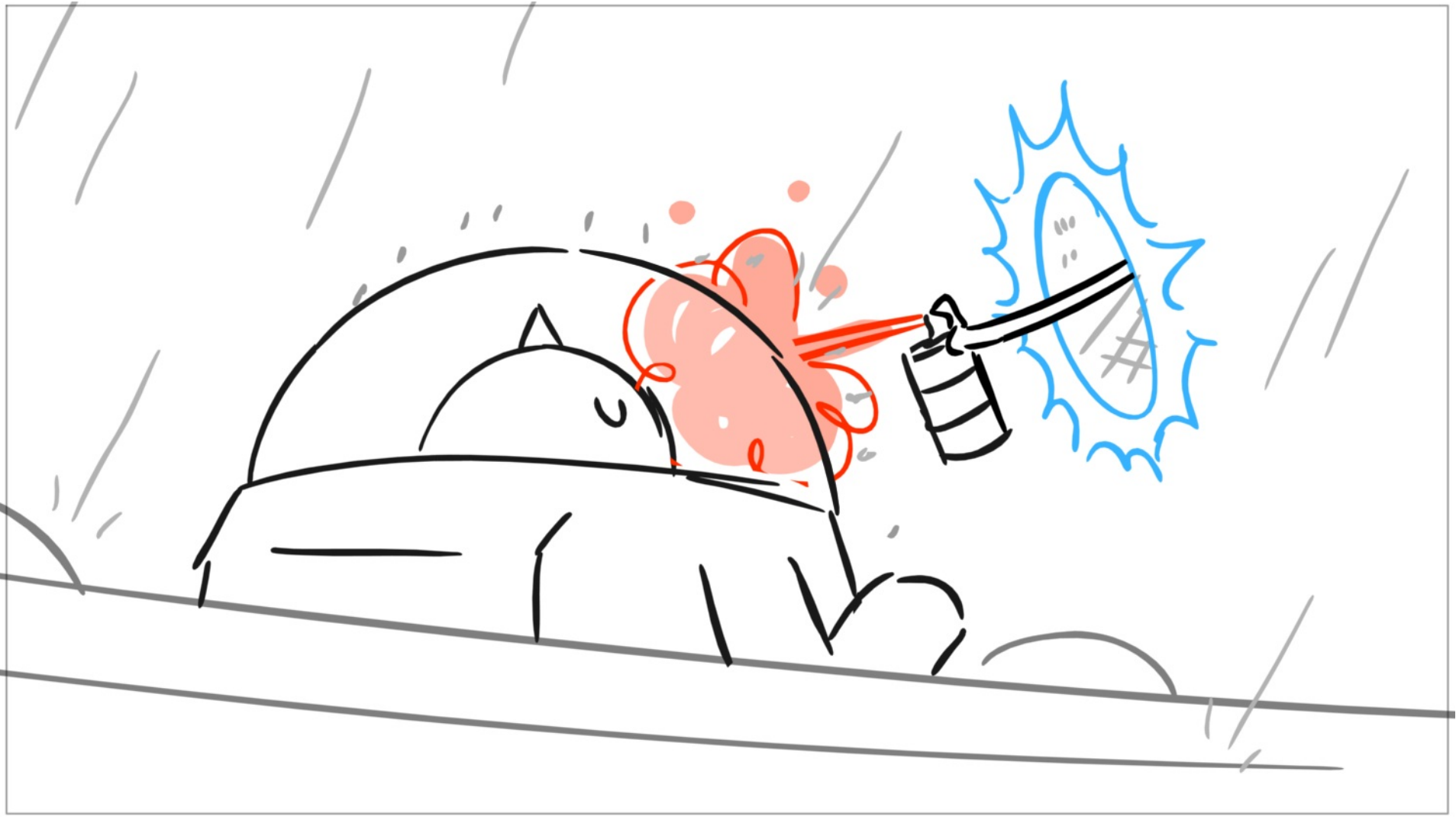




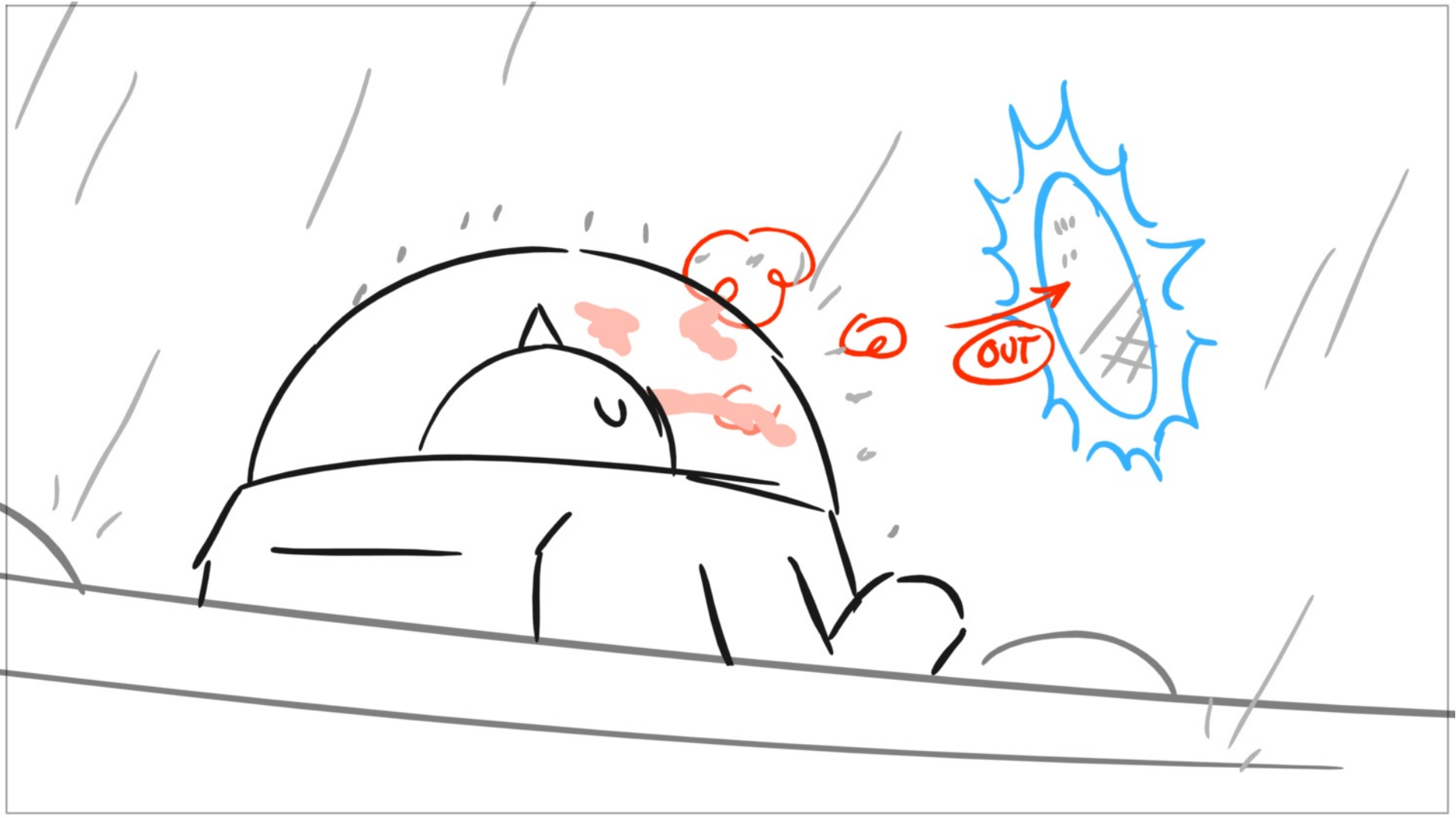


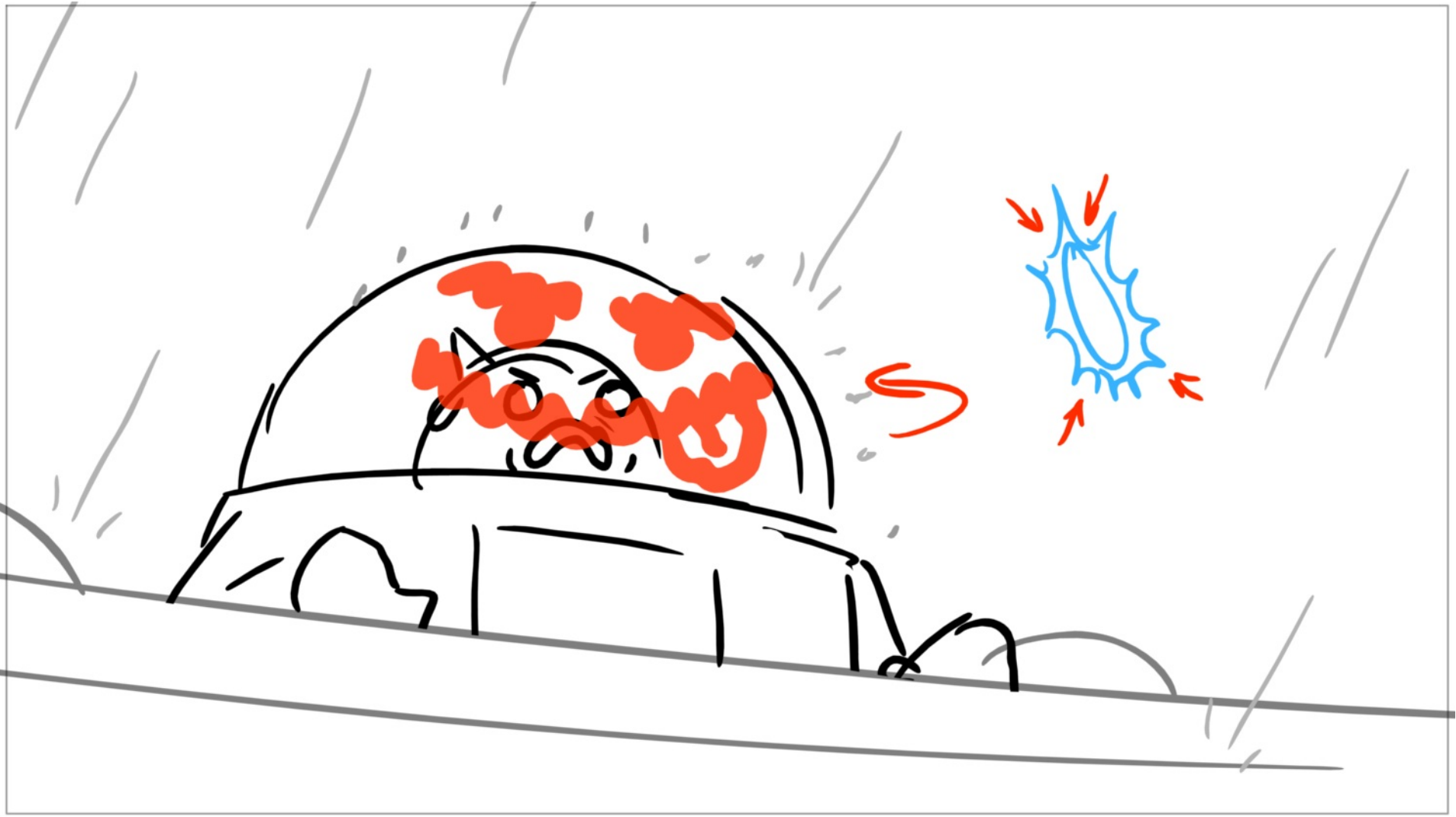


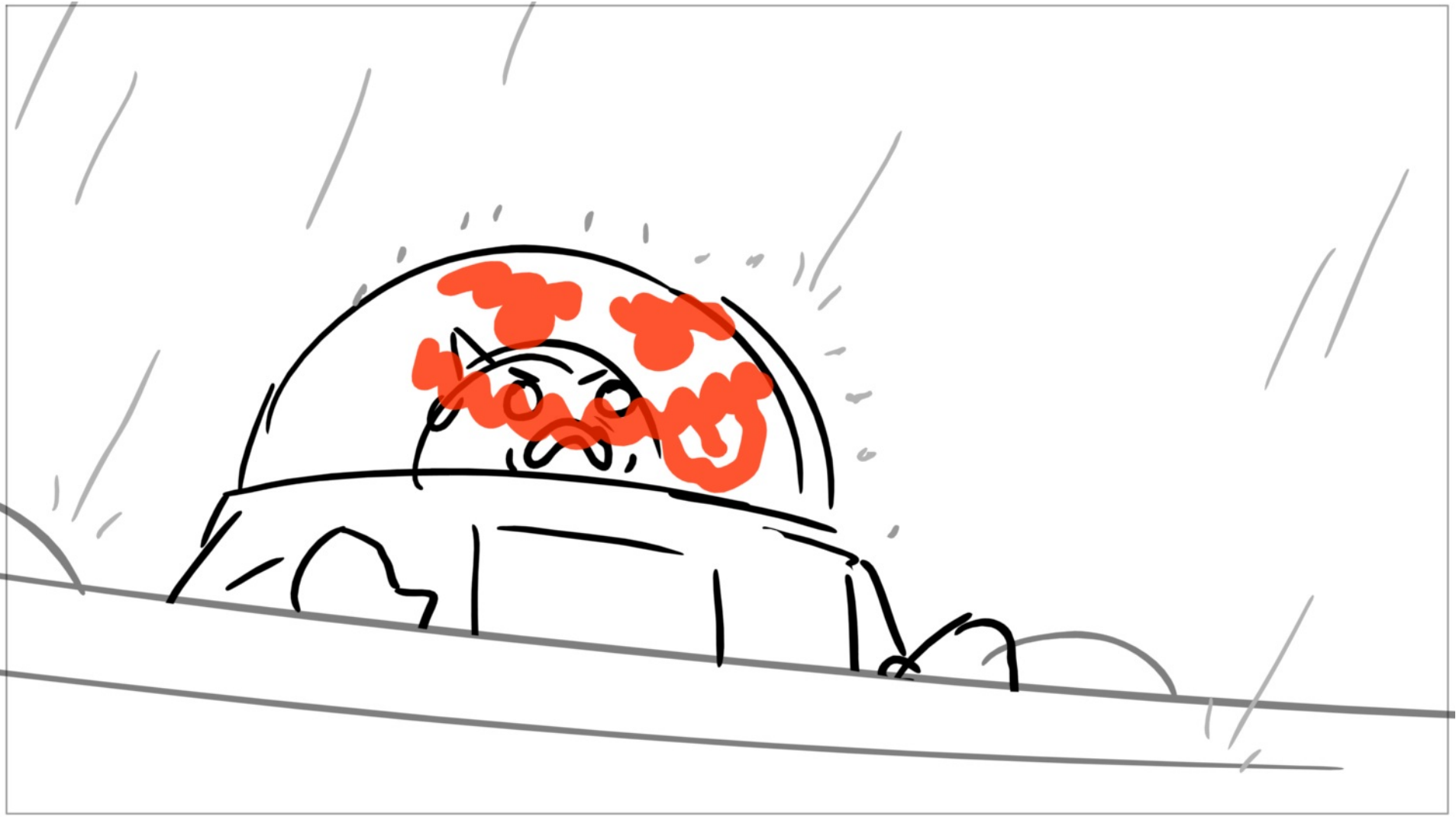


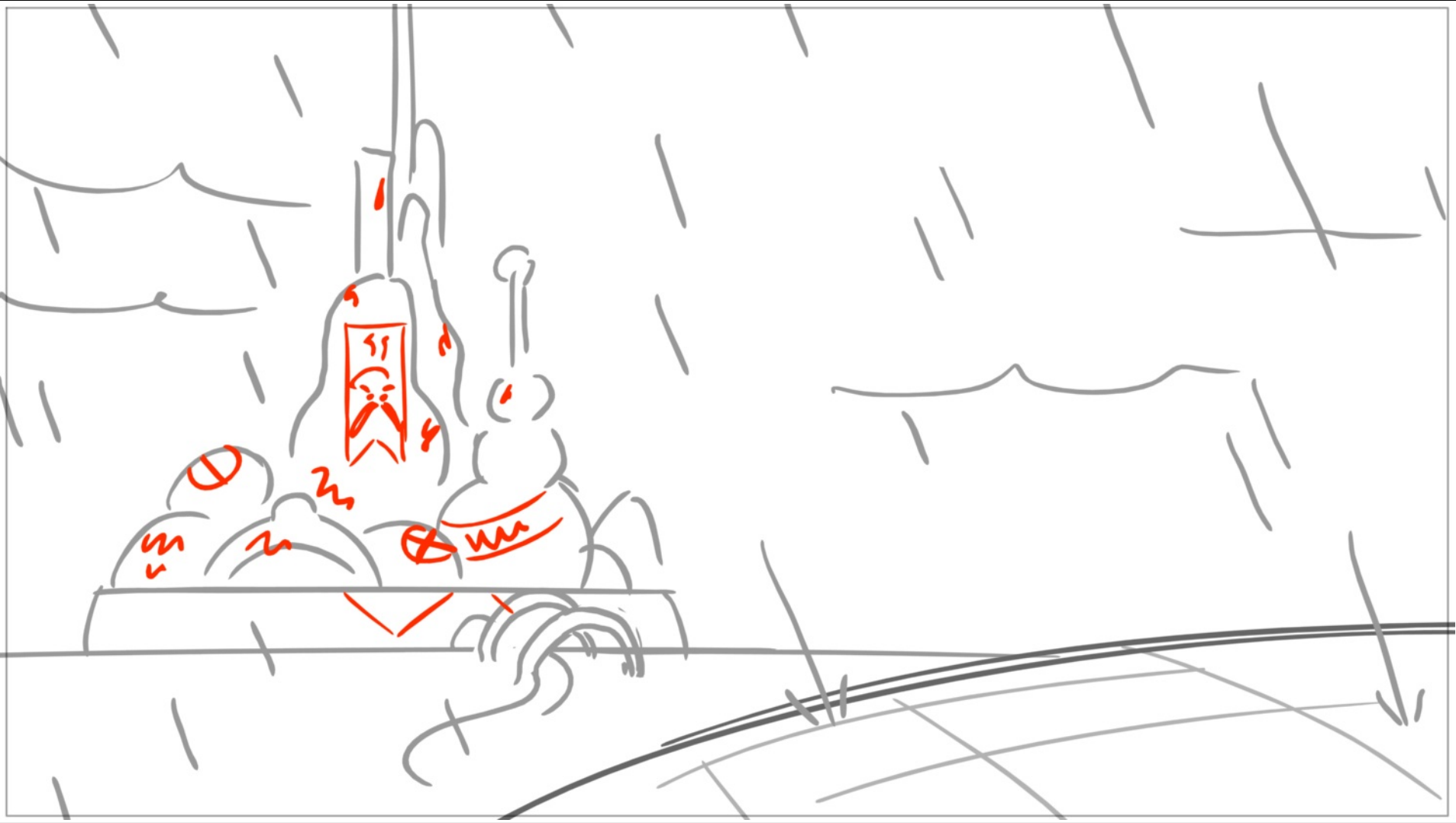


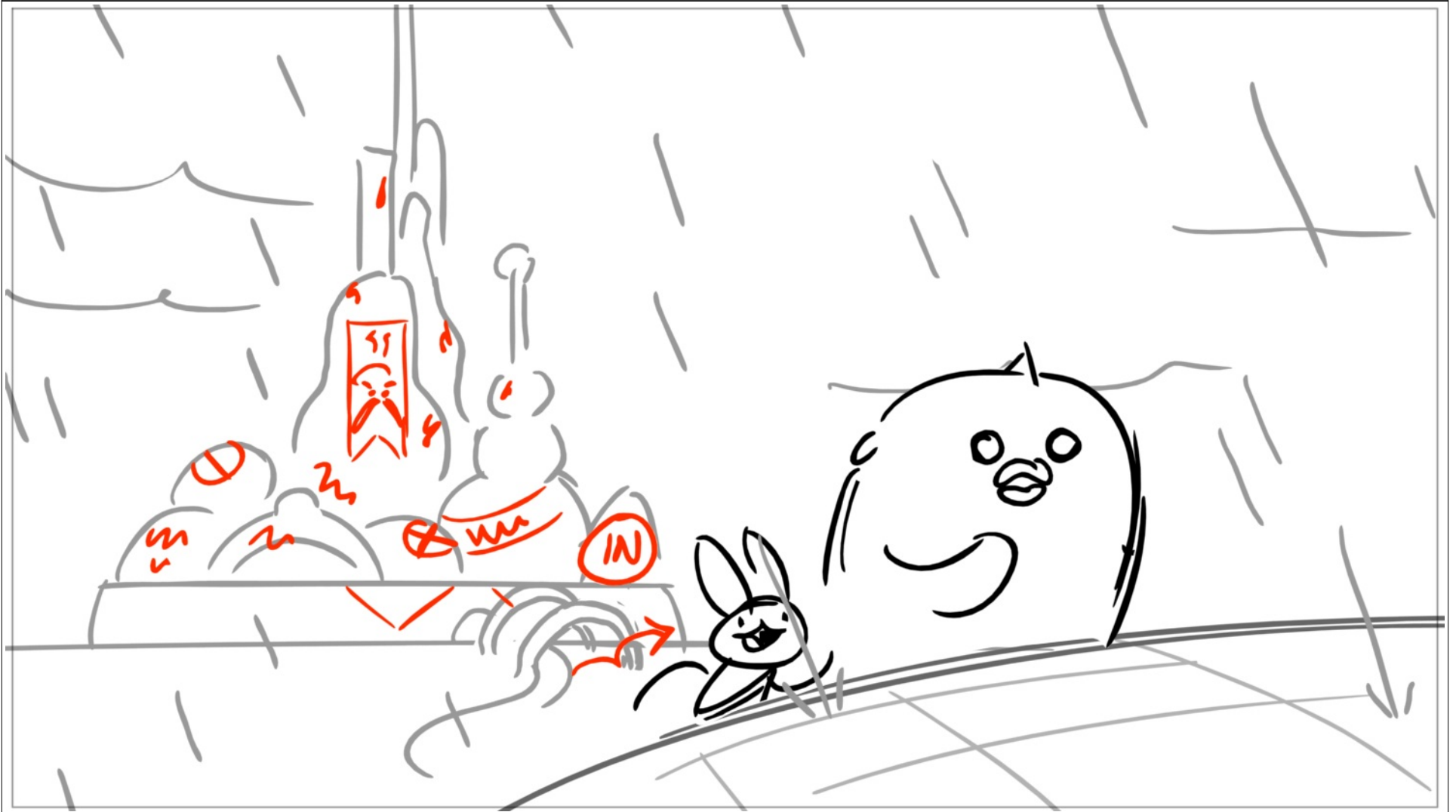












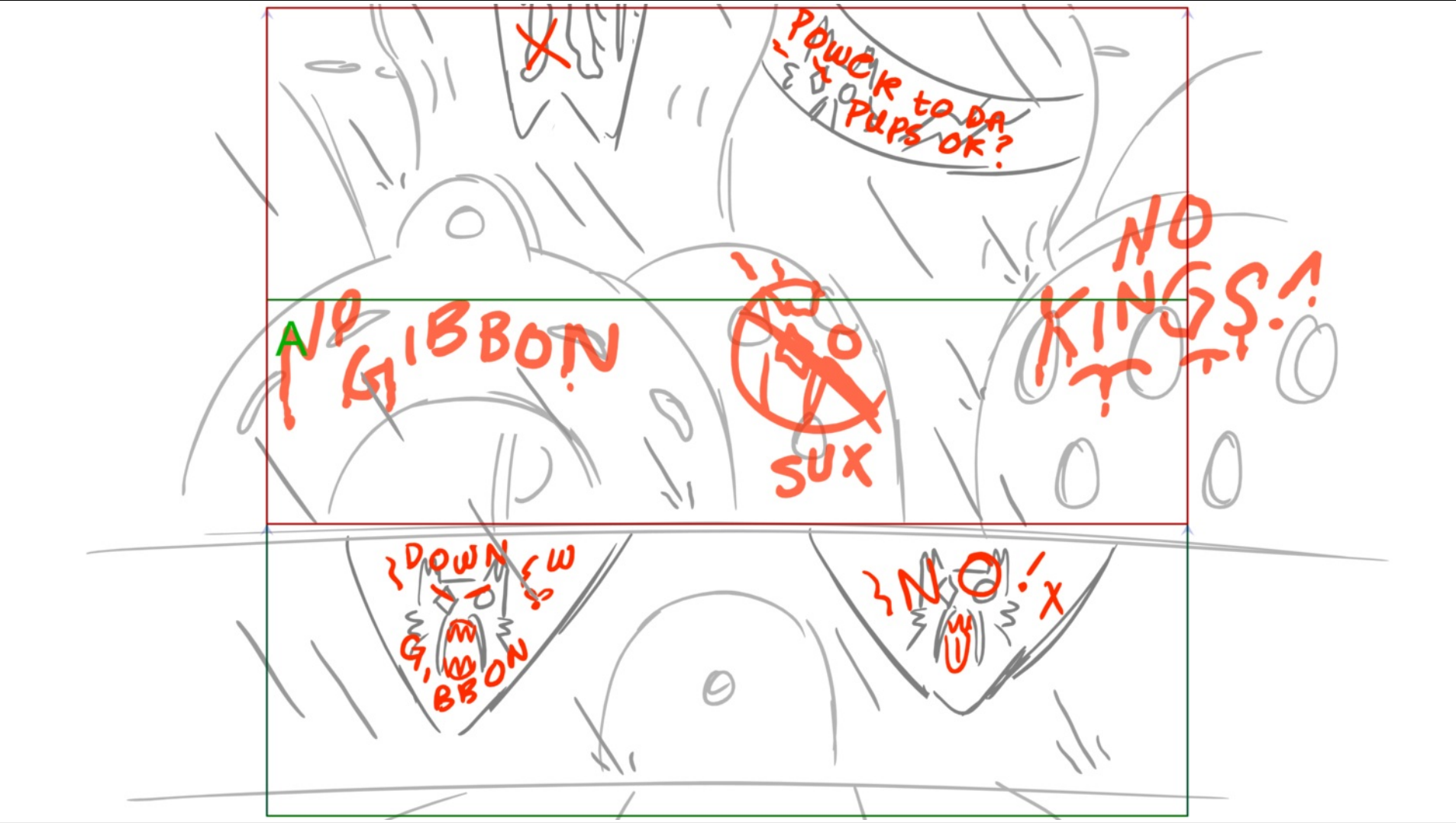
Dialog

S &amp; B: (giggling)

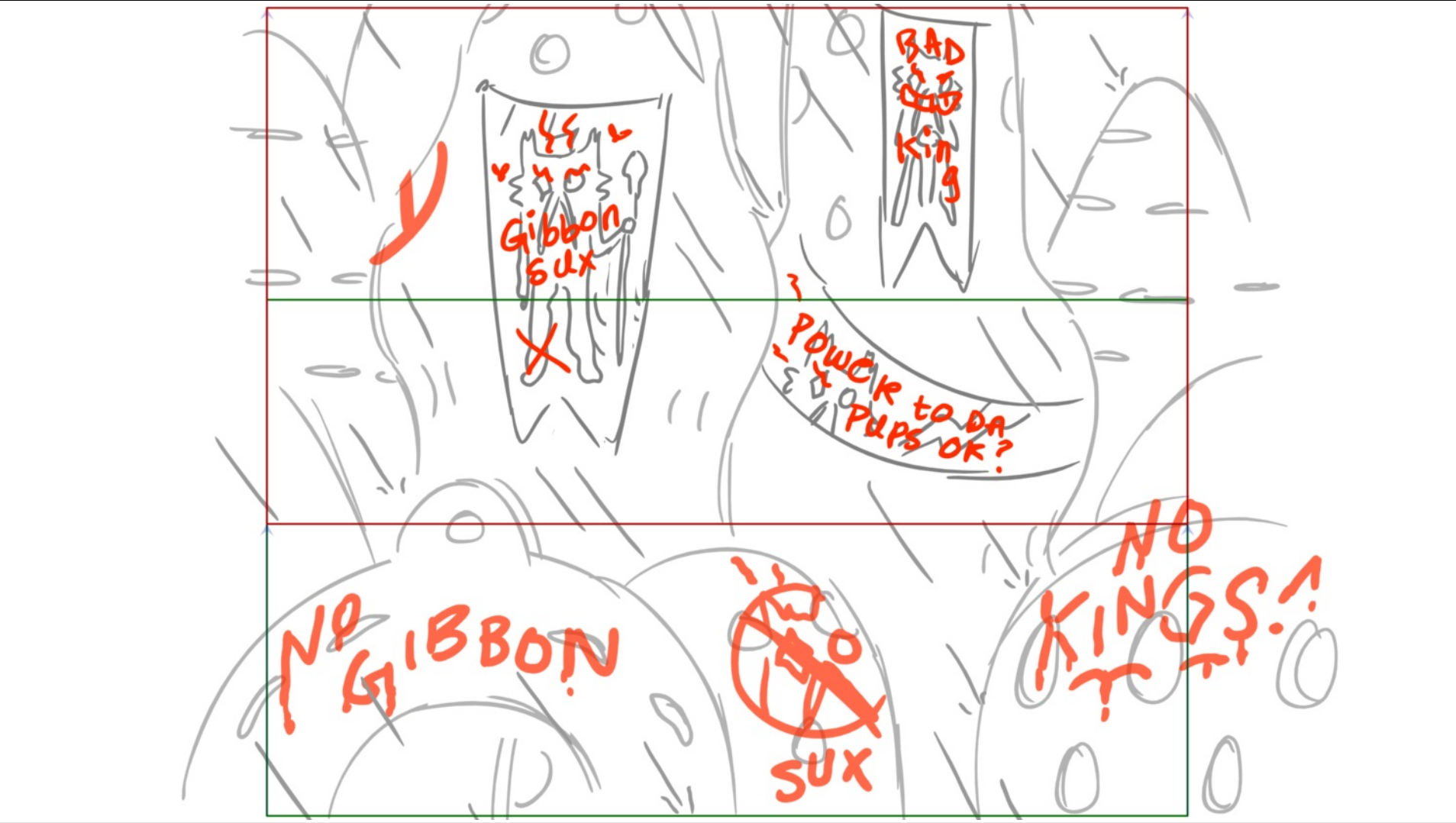




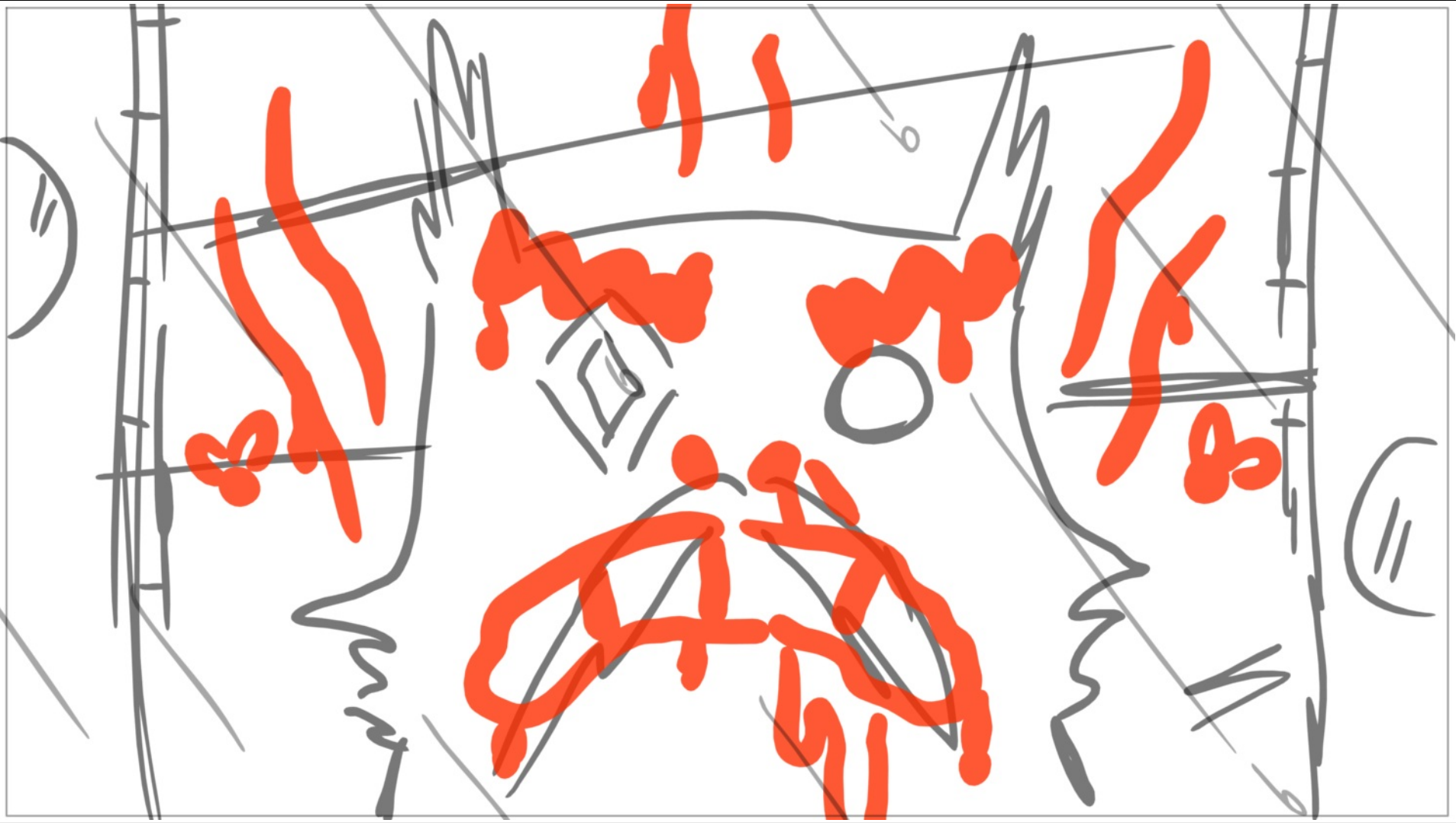










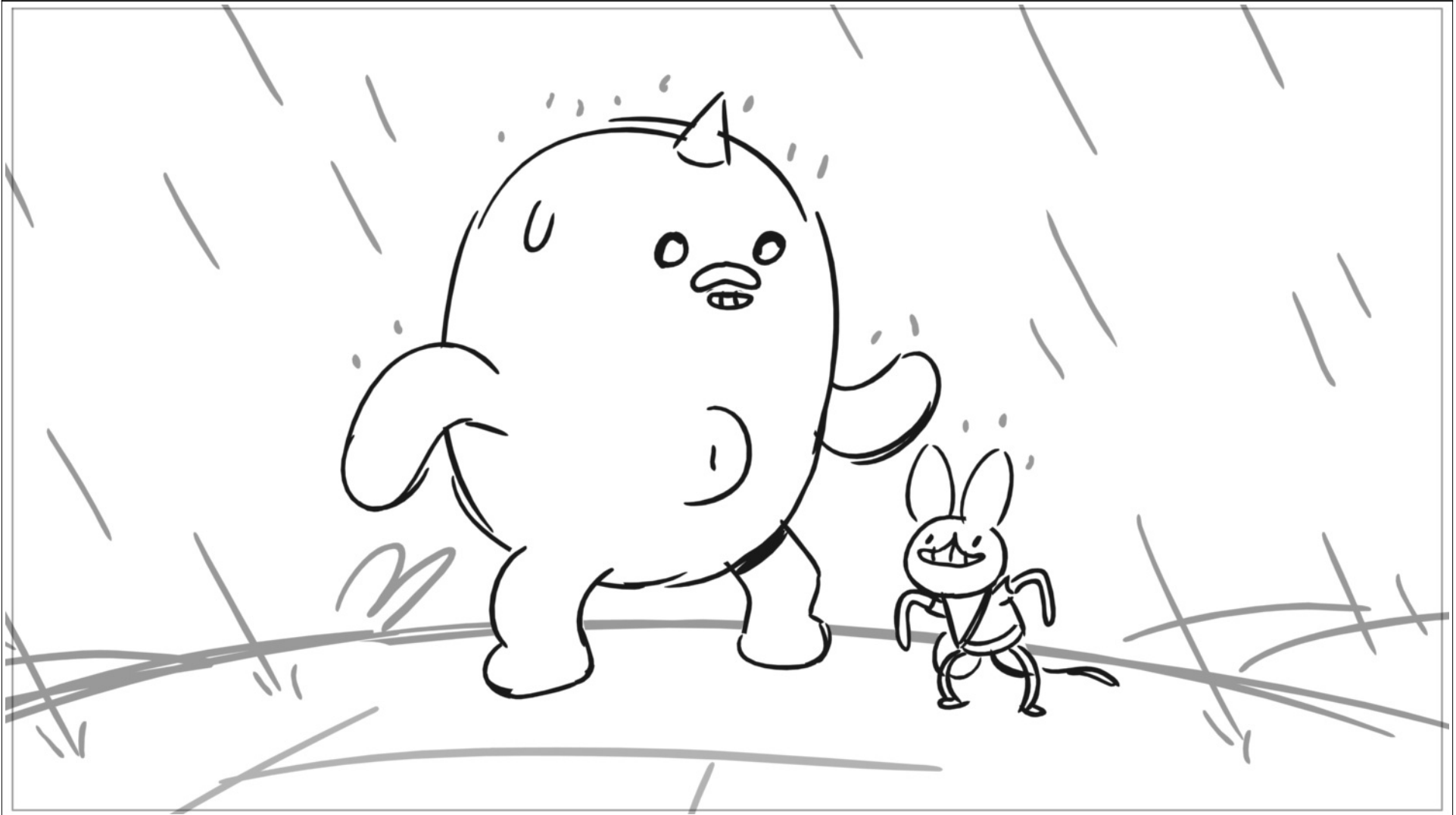


Scene

024

Panel

1



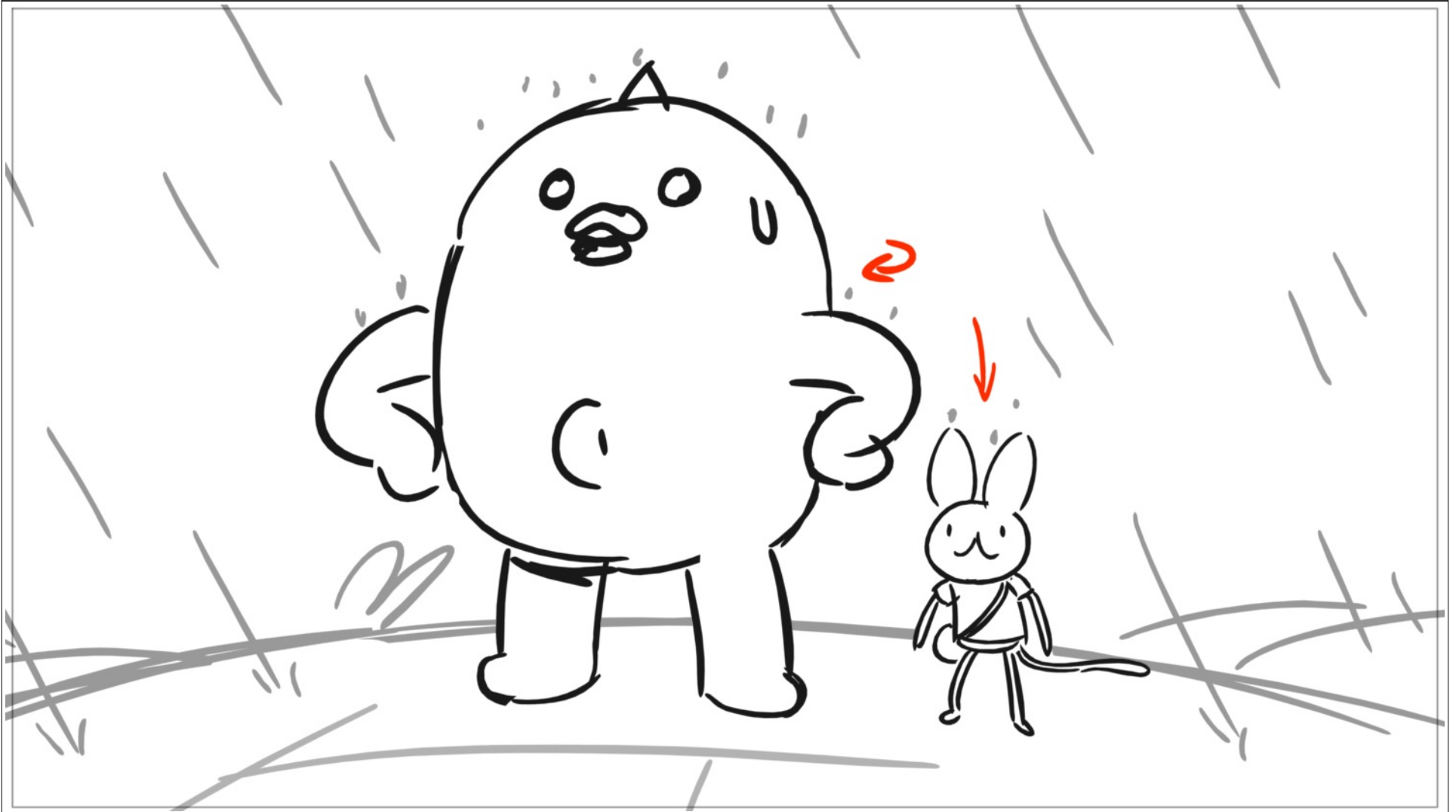
Dialog

S&B: (laughing)



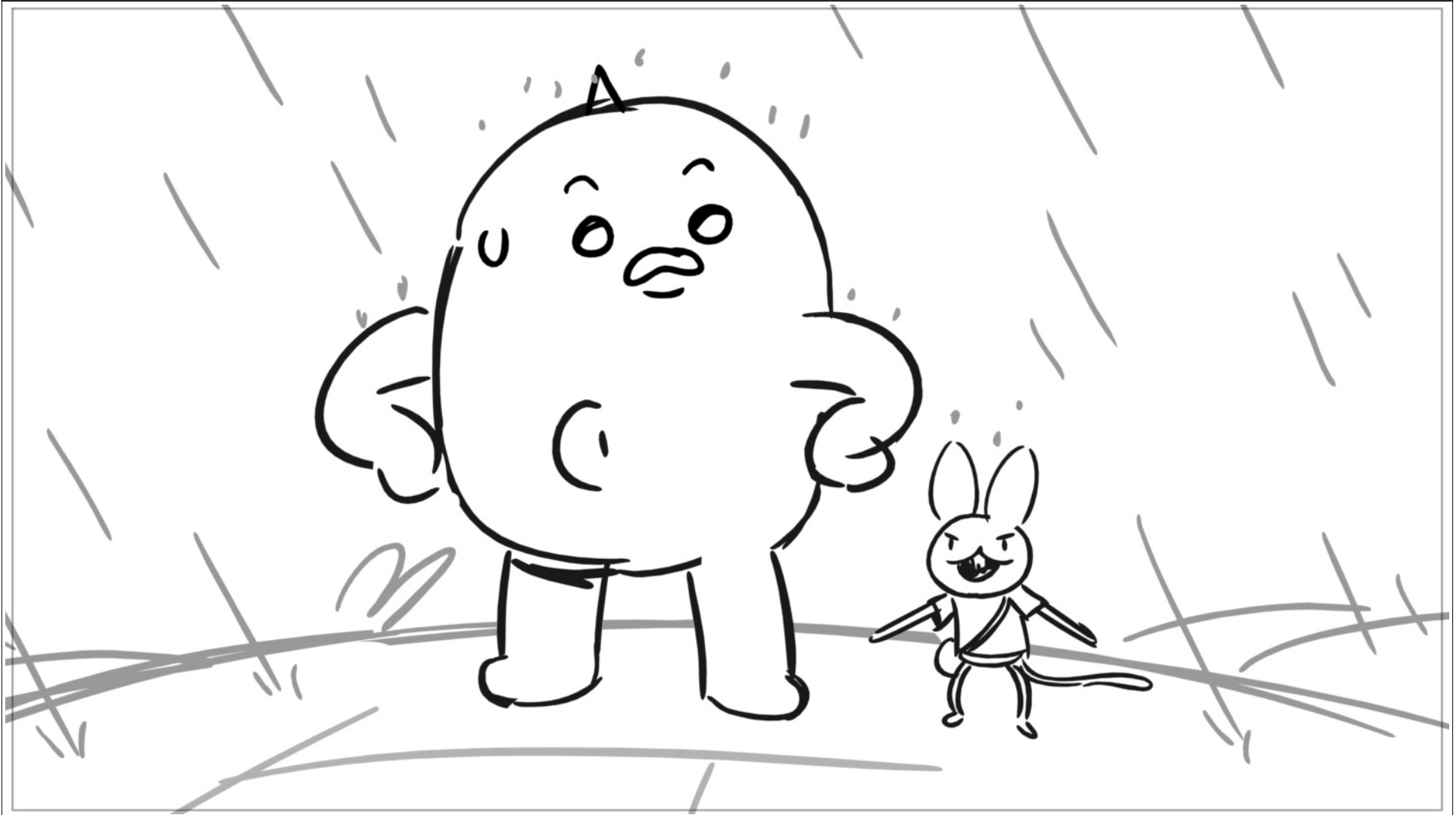
Dialog

S&amp;B: (laughing)



## Dialog

B: Good technique on those stink lines, Shermmy.



Dialog

S: They really capture his essence.



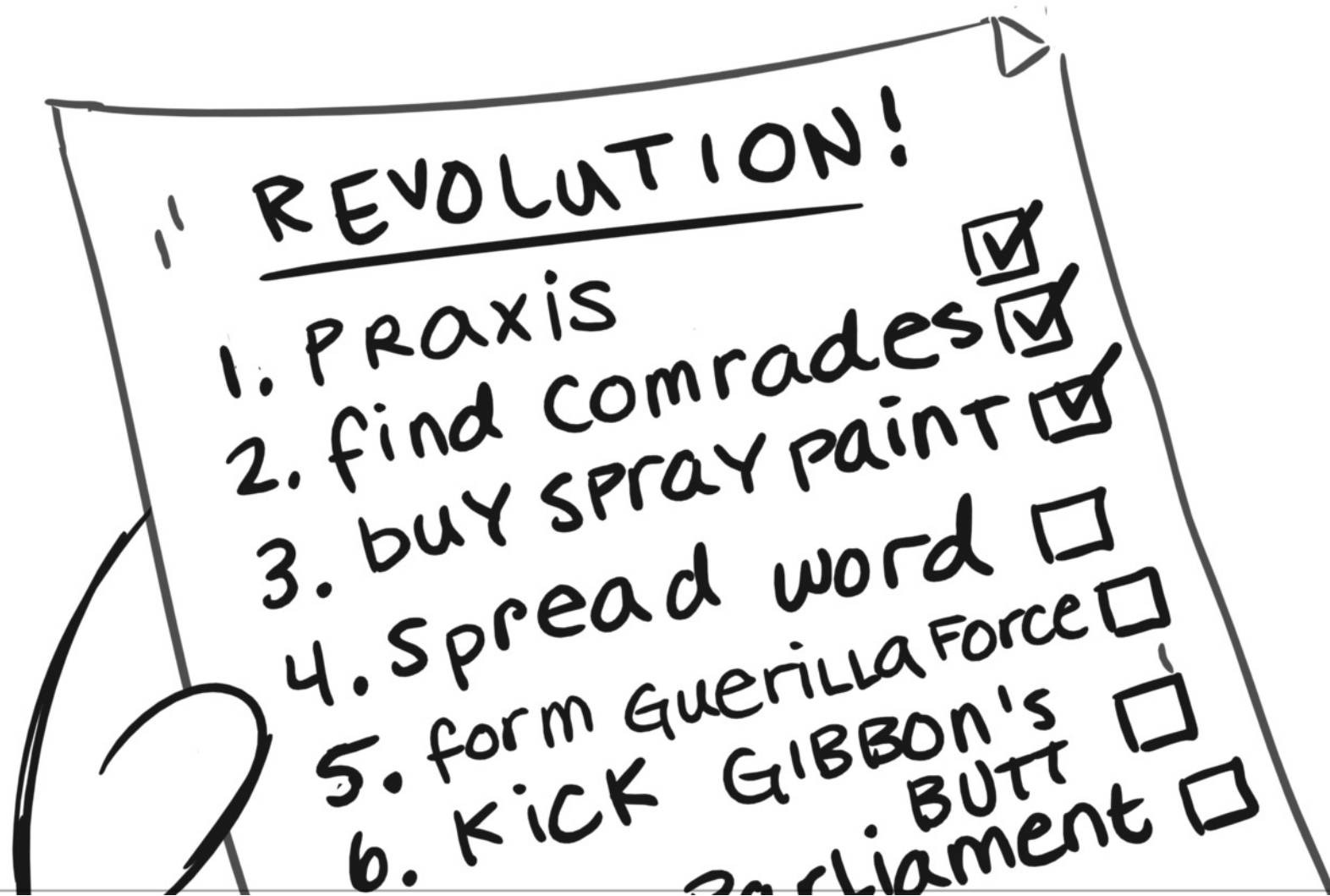






Dialog

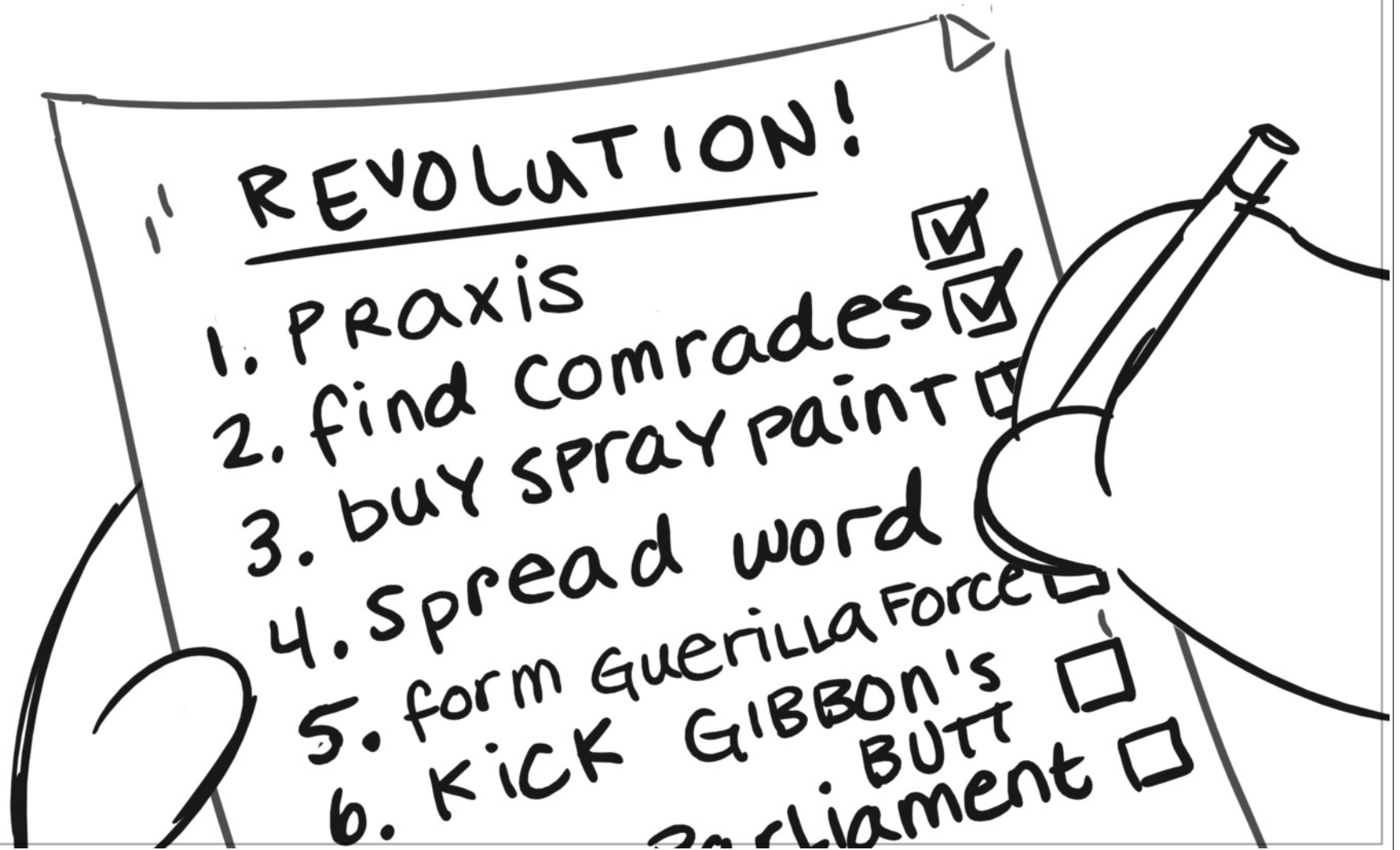
B: Step 4 of the revolution... --

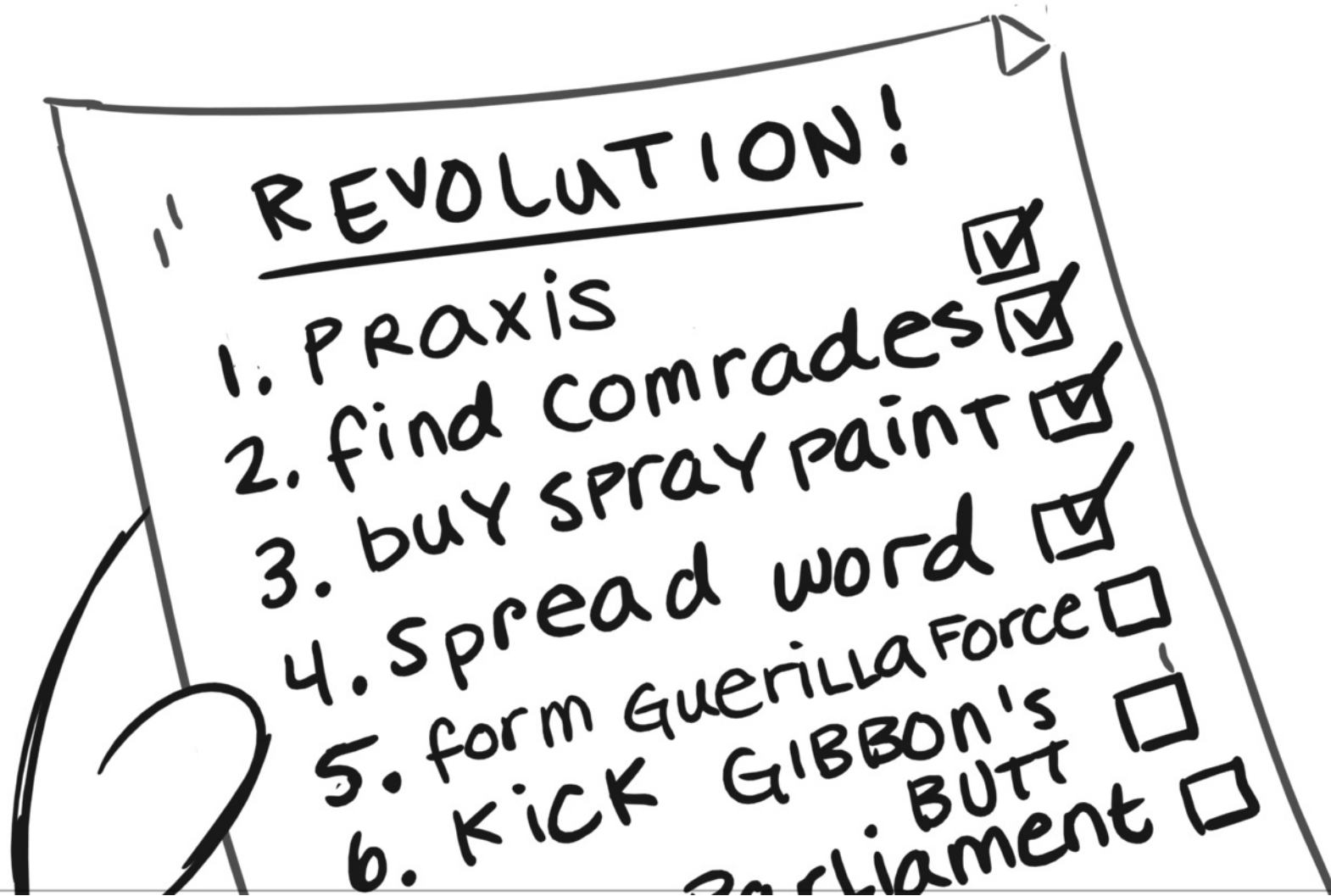




Dialog

B: -- check!





Scene	Duration	Panel	Duration
13	05:18	1	00:23



Scene	Duration	Panel	Duration
13	05:18	2	00:23



Dialog  
G: So if this "Scarab" re-forms --

Scene	Duration	Panel	Duration
13	05:18	3	00:23



Dialog  
G: He's going to destroy our entire universe?

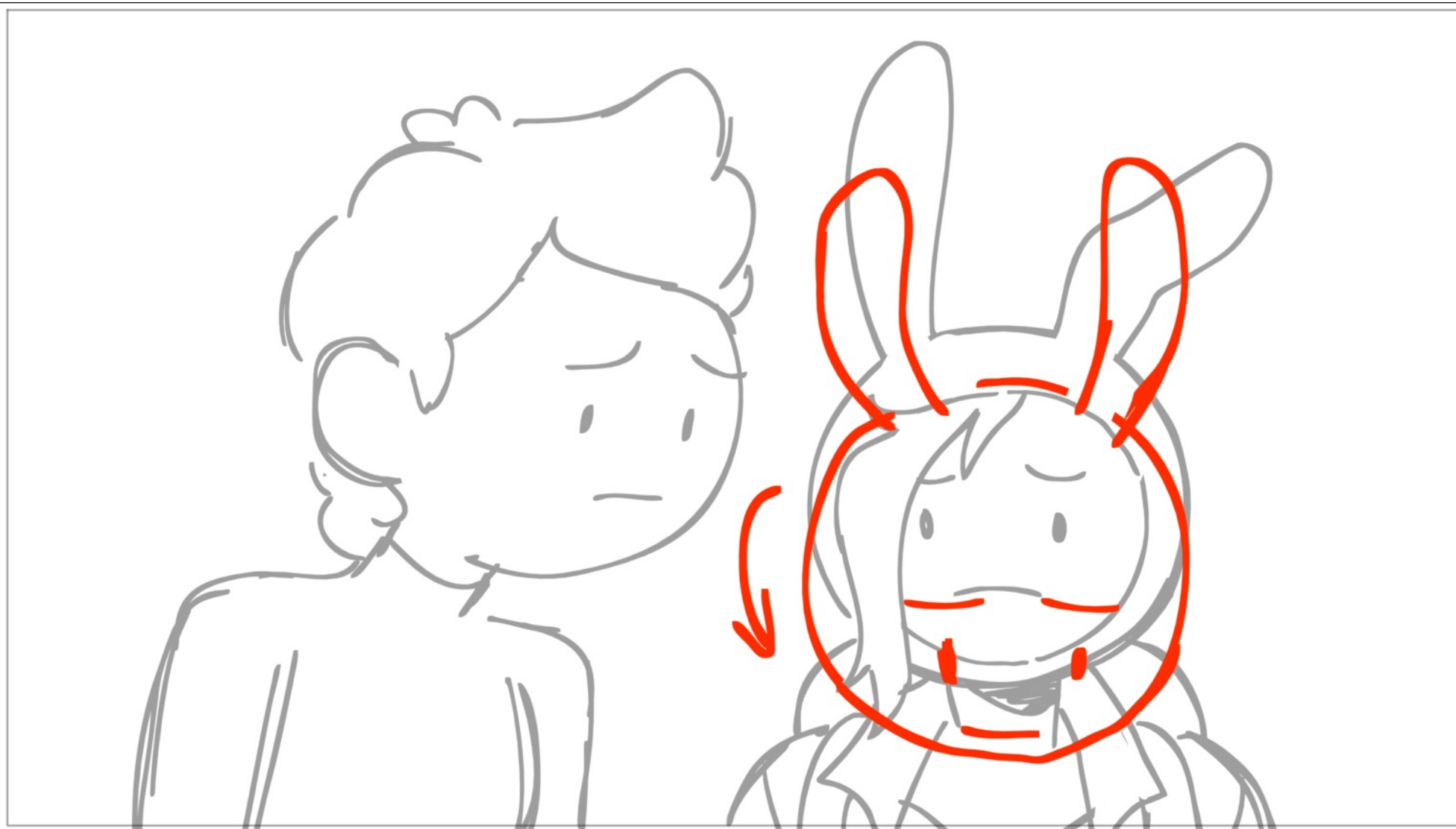


Scene	Duration	Panel	Duration
13	05:18	4	00:23



Dialog  
F: Mm-hmm.

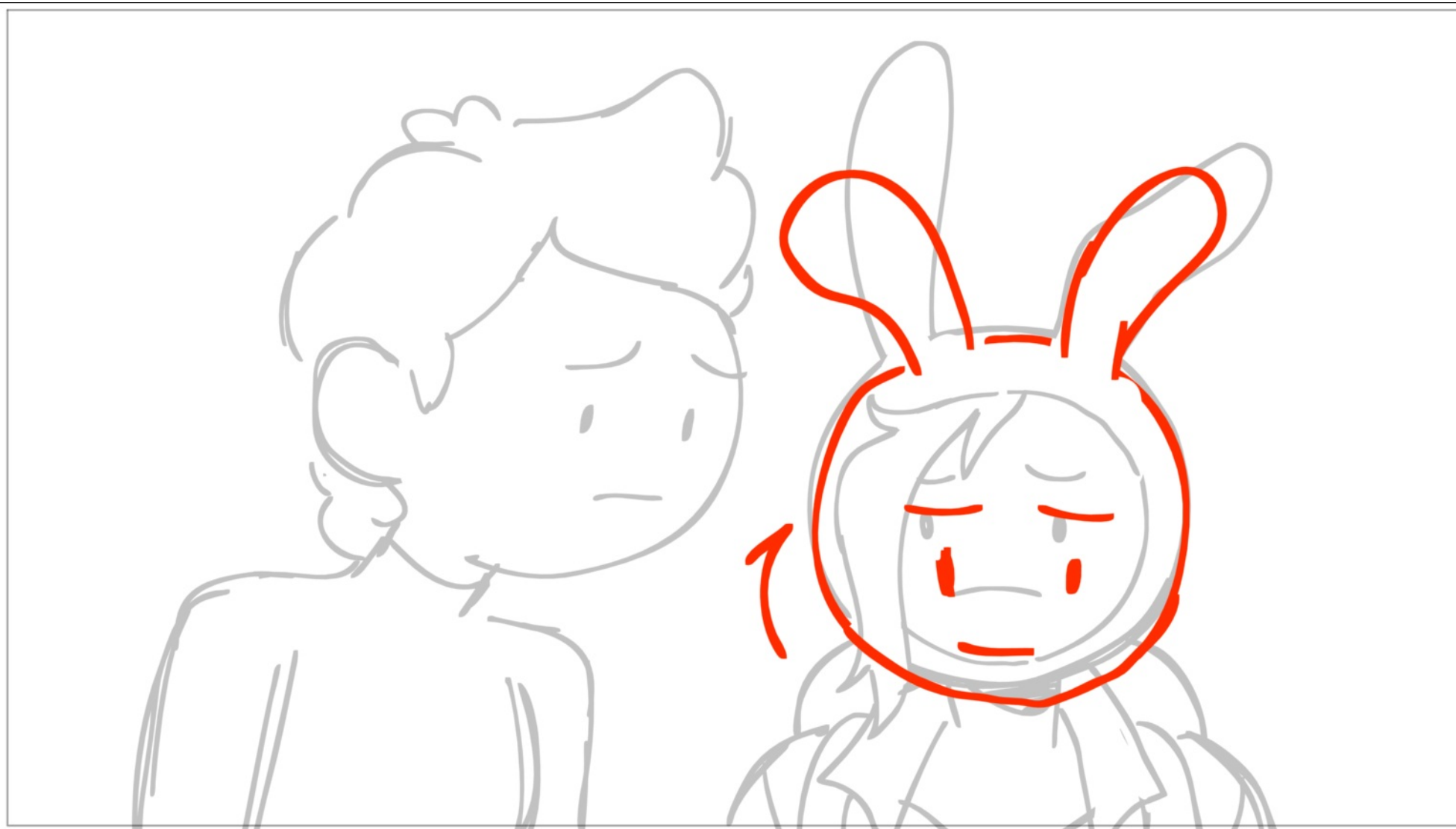
Scene	Duration	Panel	Duration
13	05:18	5	00:23



Dialog

F: Mm-hmm.

Scene	Duration	Panel	Duration
13	05:18	6	00:23



Dialog

F: Mm-hmm.

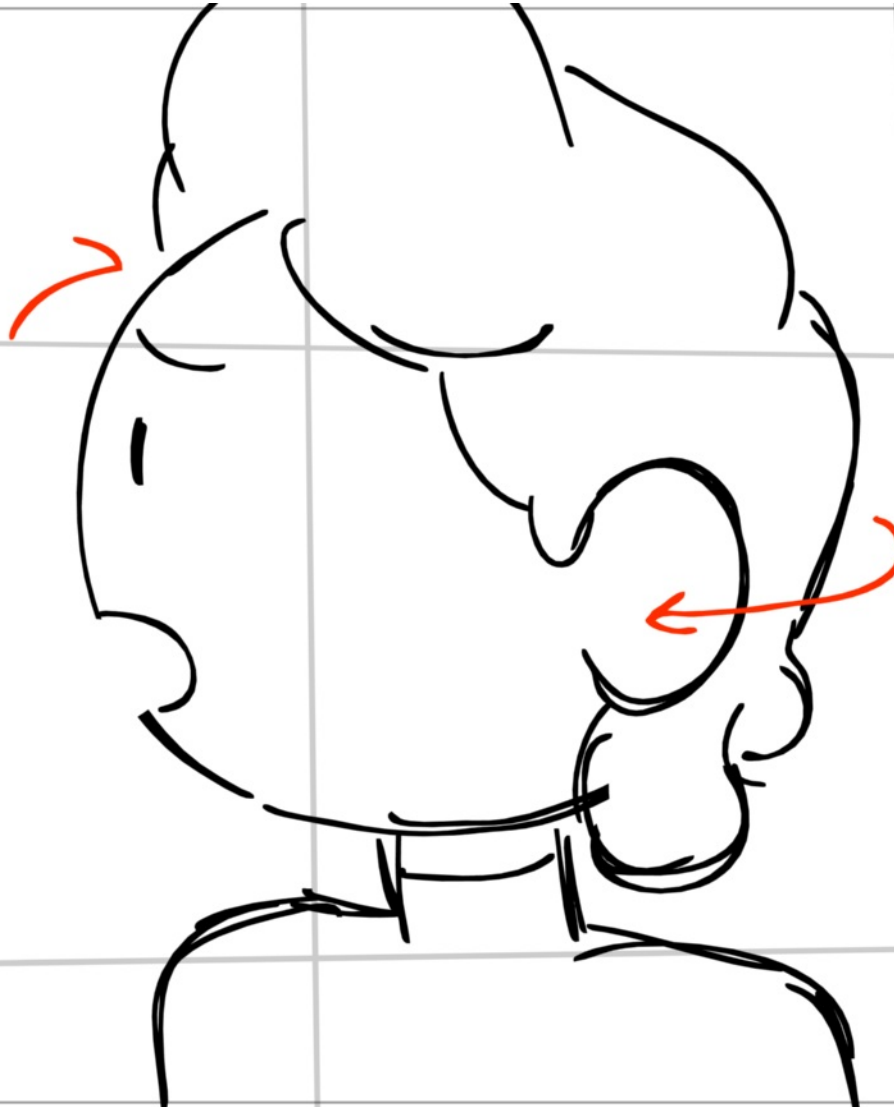
Scene	Duration	Panel	Duration
14	01:22	1	00:23



Dialog

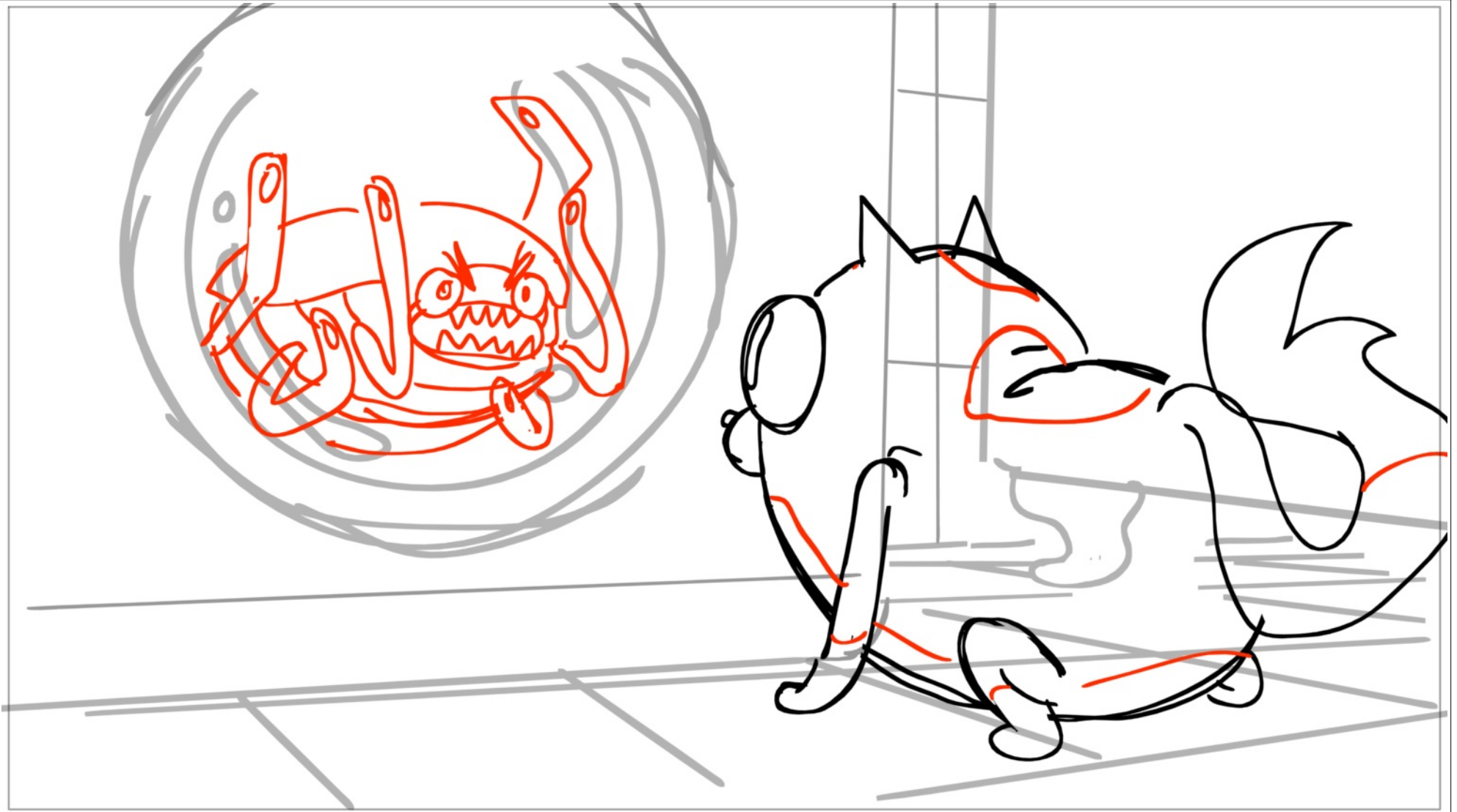
G: And we can't kill him --

Scene	Duration	Panel	Duration
14	01:22	2	00:23

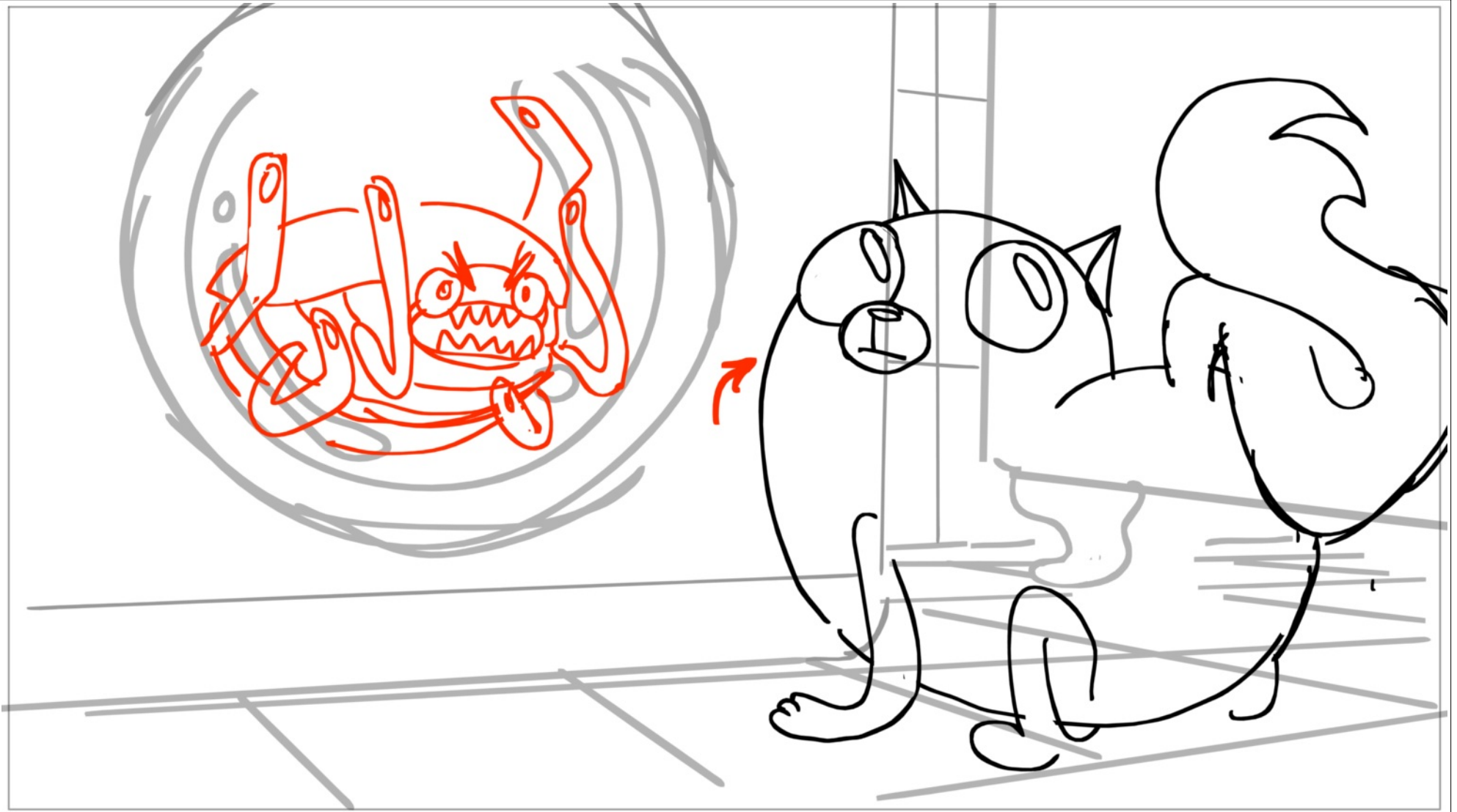


Dialog  
G: -- because he's immortal?

Scene	Duration	Panel	Duration
15	03:20	1	00:23

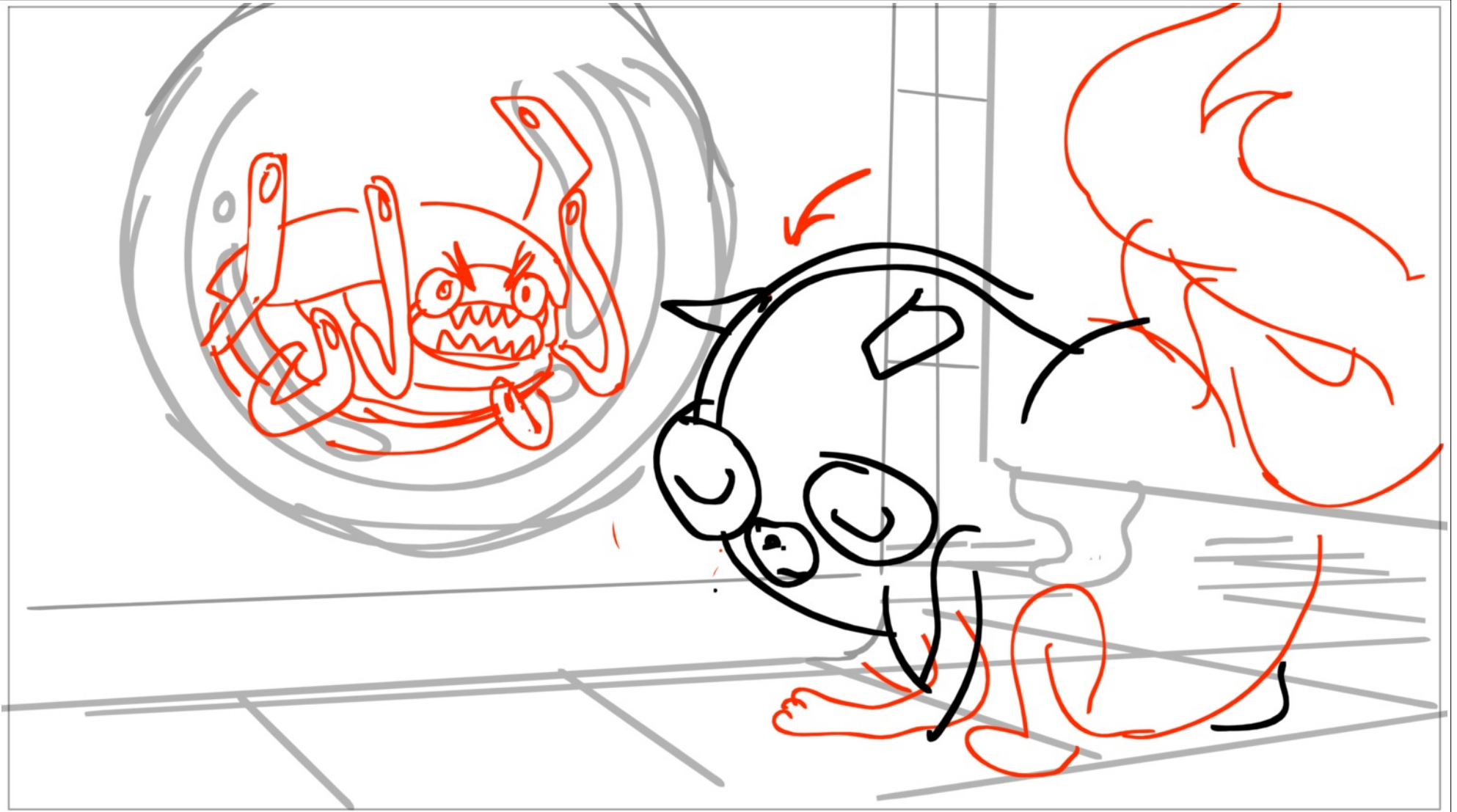


Scene	Duration	Panel	Duration
15	03:20	2	00:23





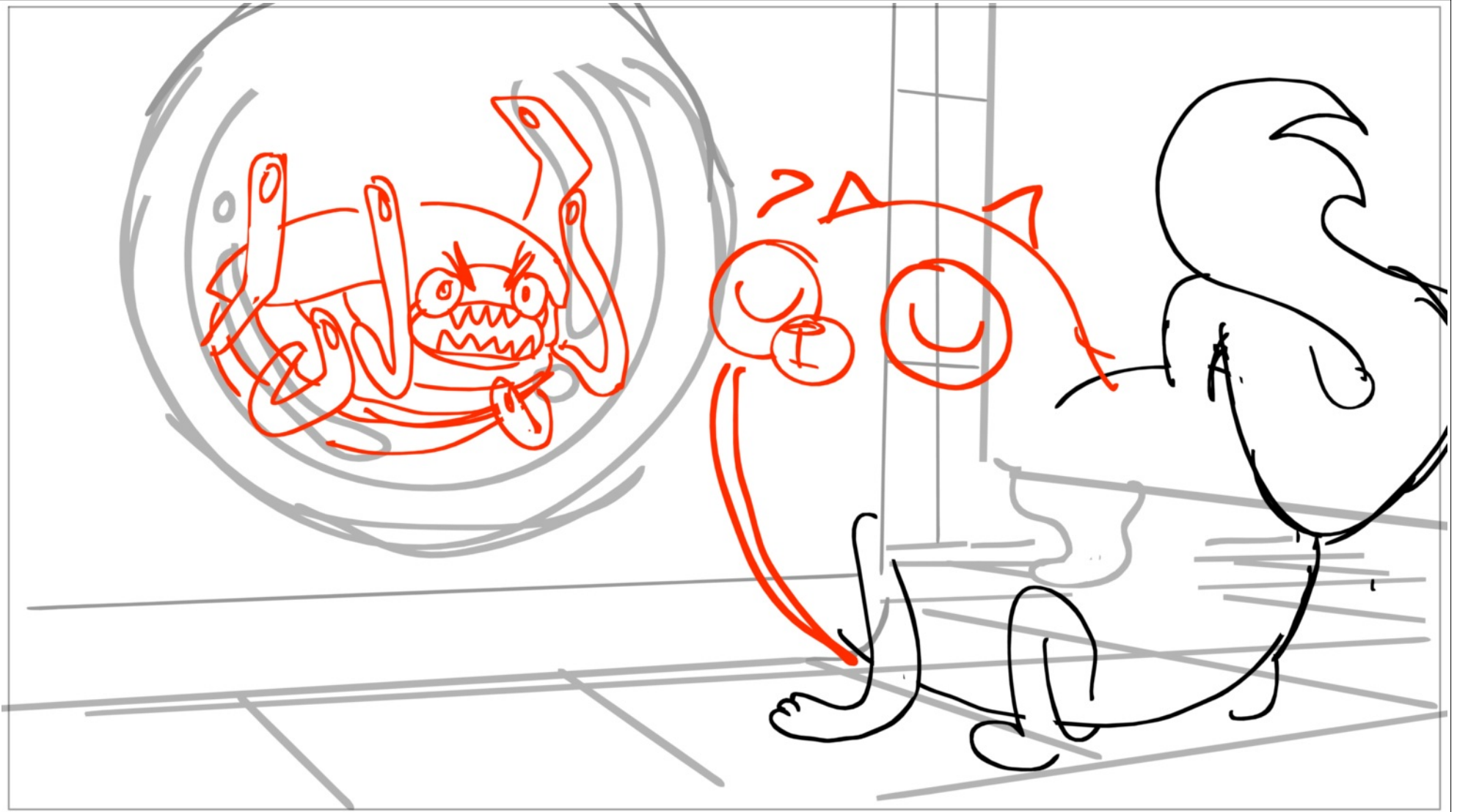
Scene	Duration	Panel	Duration
15	03:20	3	00:23



Action Notes  
CAKE nods

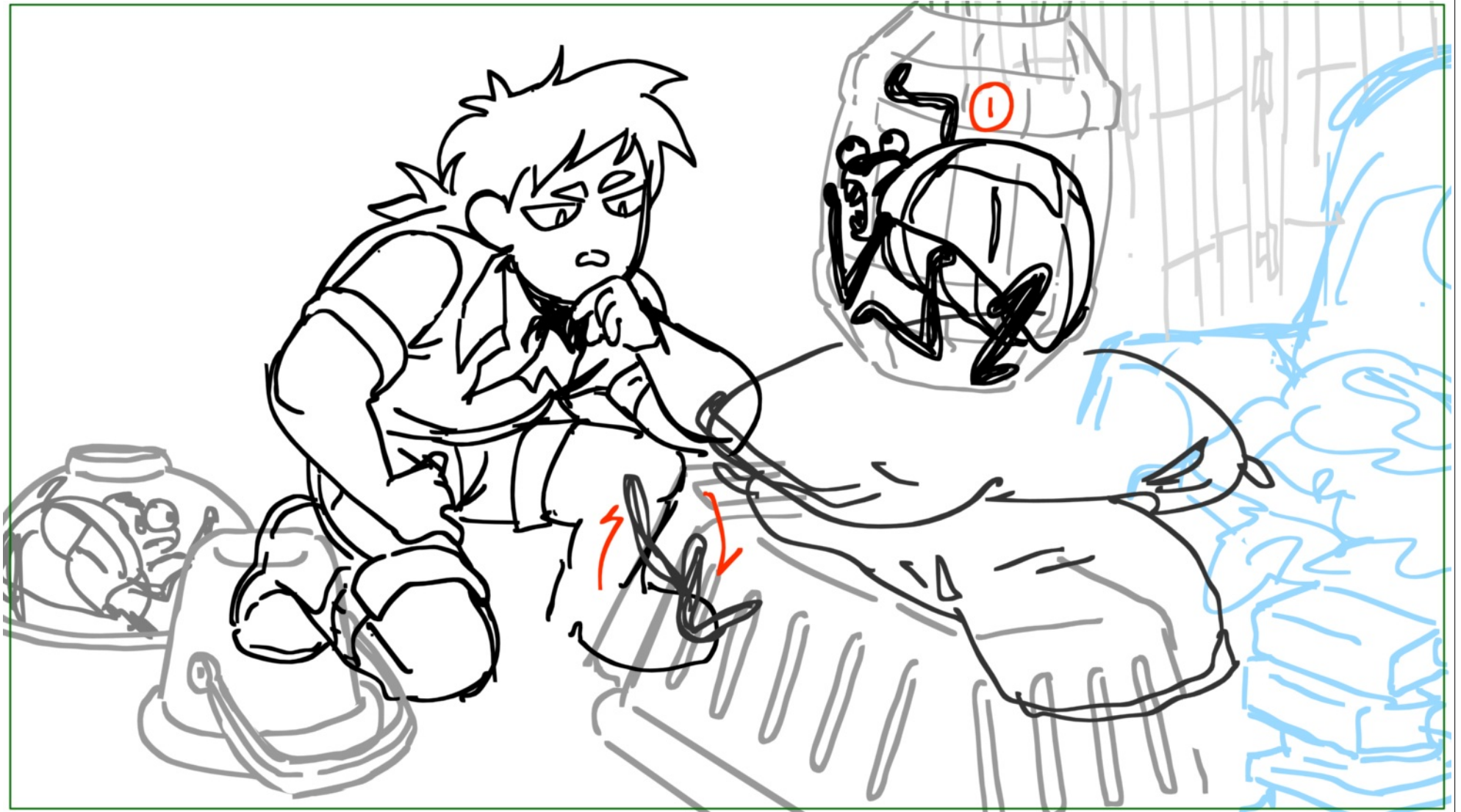


Scene	Duration	Panel	Duration
15	03:20	4	00:23



Action Notes  
CAKE nods

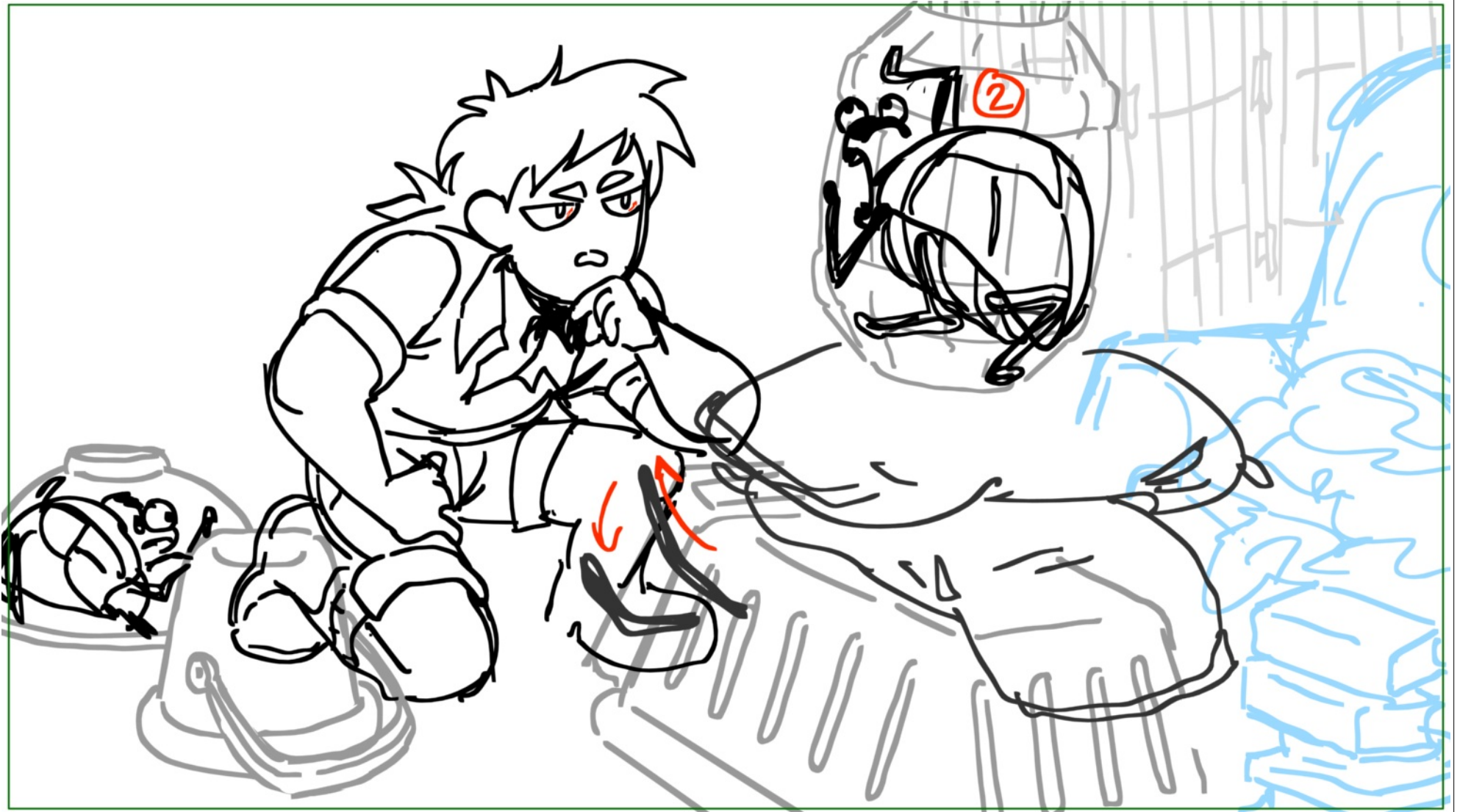
Scene	Duration	Panel	Duration
16	08:15	1	00:23



Dialog

HUNTER: A godlike being outdone by a humble cheese ball barrel...

Scene	Duration	Panel	Duration
16	08:15	2	00:23

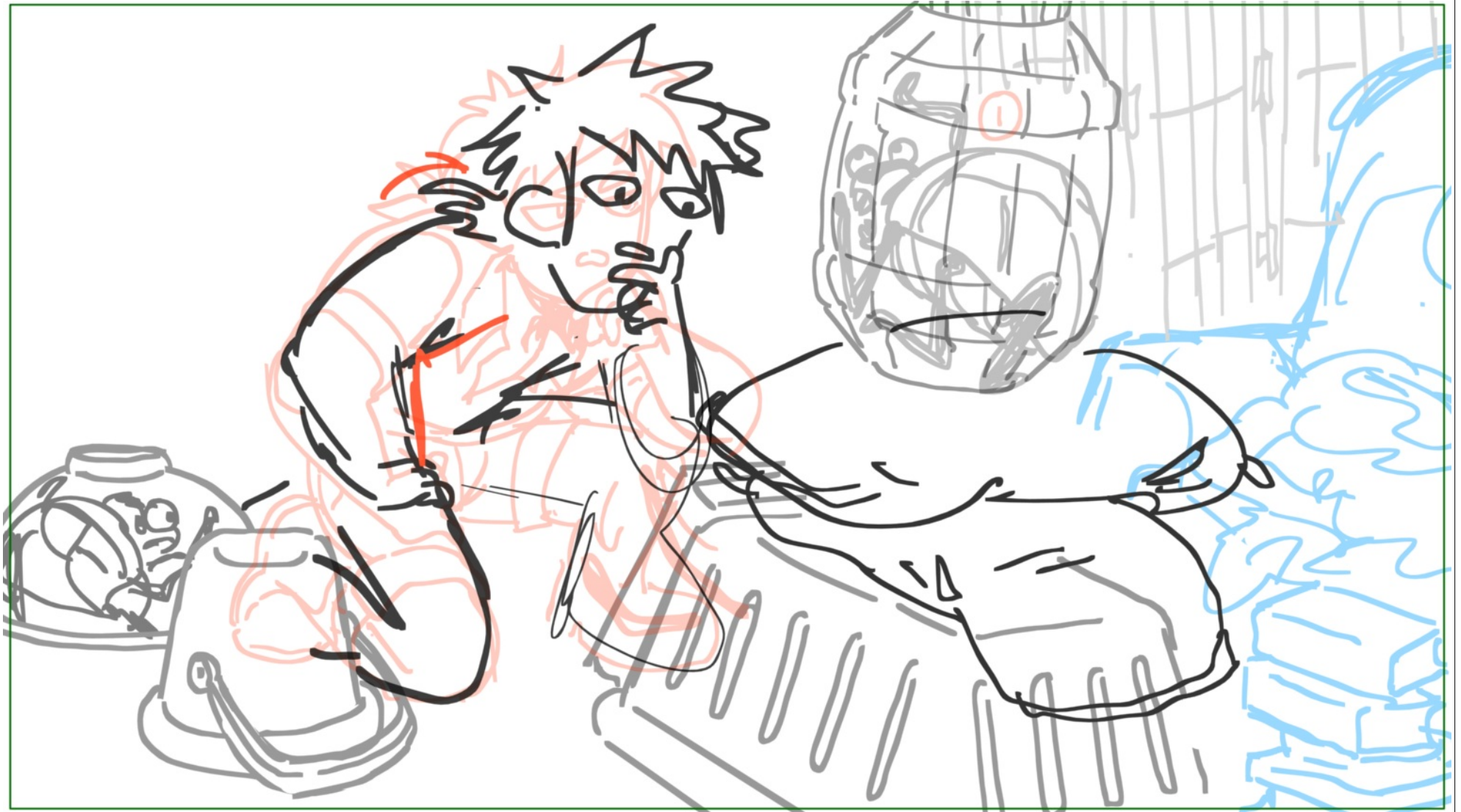


Dialog

HUNTER: A godlike being outdone by a humble cheese ball barrel...



Scene	Duration	Panel	Duration
16	08:15	3	00:23



Dialog

HUNTER: A godlike being outdone by a humble cheese ball barrel...

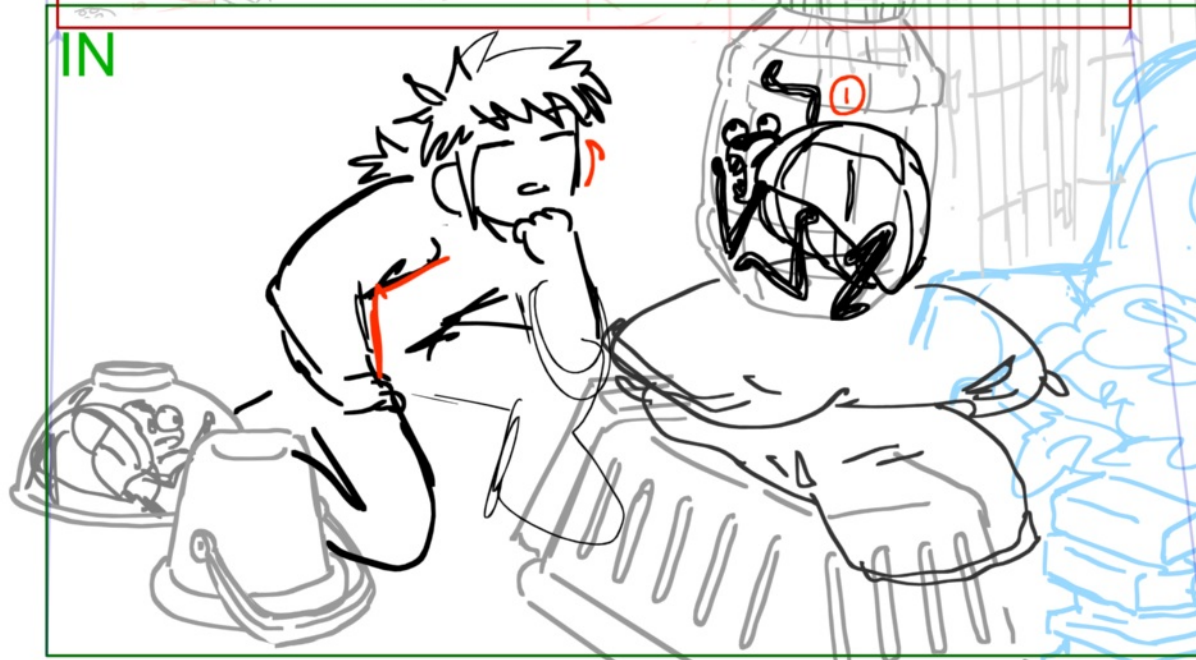
Scene	Duration	Panel	Duration
16	08:15	4	00:23



Dialog

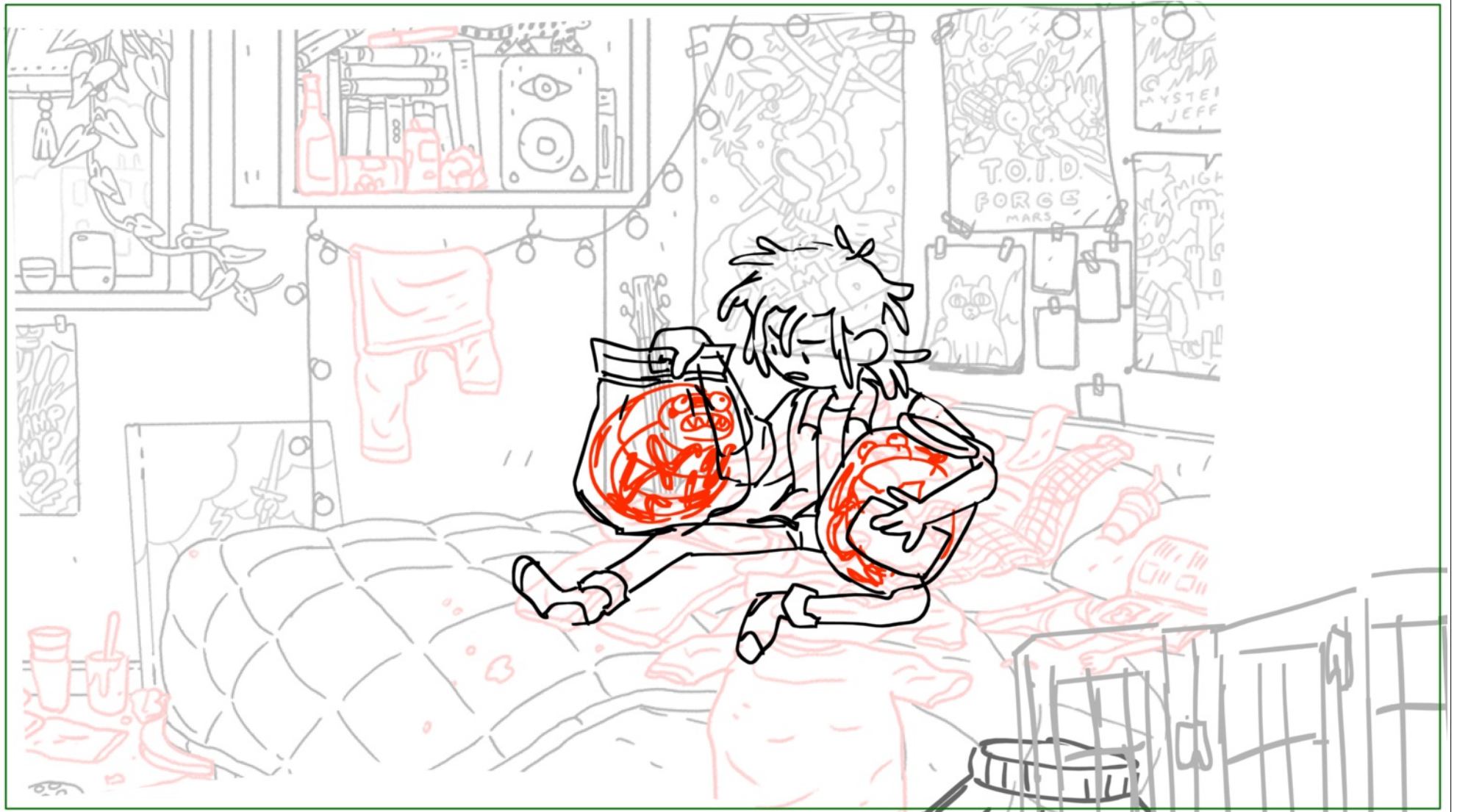
H: The universe certainly has a sense of humor.

Scene	Duration	Panel	Duration
16	08:15	5	00:23





Scene	Duration	Panel	Duration
16	08:15	6	00:23



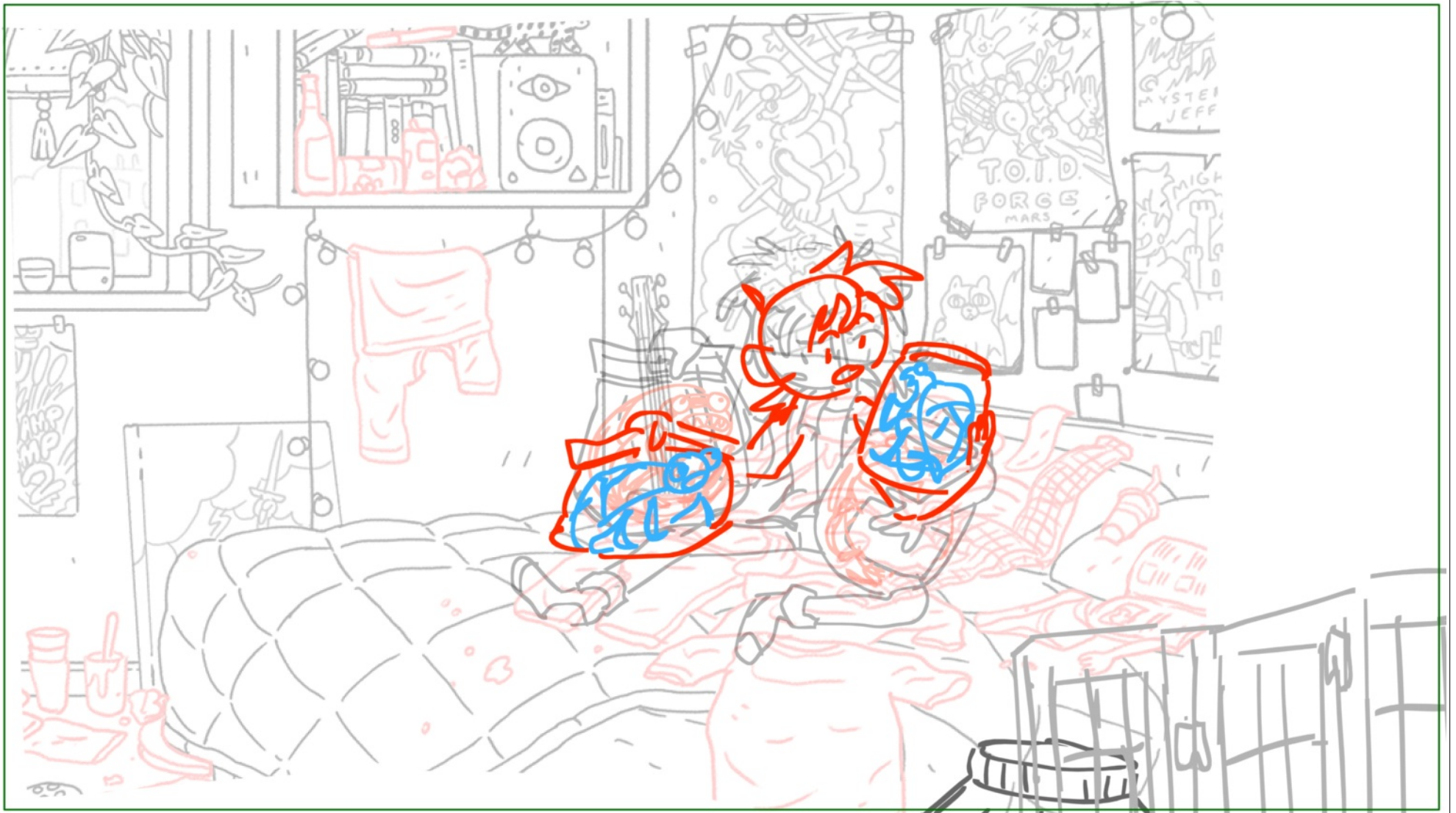
Dialog

ML: Sooo... do we just keep them in --





Scene	Duration	Panel	Duration
16	08:15	8	00:23



Dialog  
ML: forever?

Scene	Duration	Panel	Duration
16	08:15	9	00:23



Dialog  
ML: forever?

Scene	Duration	Panel	Duration
17	01:21	1	00:22



Scene	Duration	Panel	Duration
17	01:21	2	00:23



Dialog  
F: [nervous noise]

Scene	Duration	Panel	Duration
18	06:17	1	00:23



Dialog

G: Will they still try to kill us --



Scene	Duration	Panel	Duration
18	06:17	2	00:23



Dialog

G: -- when the world resets?!

Scene	Duration	Panel	Duration
18	06:17	3	00:23



Dialog

F: [thinks]

Scene	Duration	Panel	Duration
18	06:17	4	00:23



Dialog  
F: I don't know...!



Scene	Duration	Panel	Duration
18	06:17	5	00:23



Dialog

F: I don't even know what's going on --

Scene	Duration	Panel	Duration
18	06:17	6	00:23



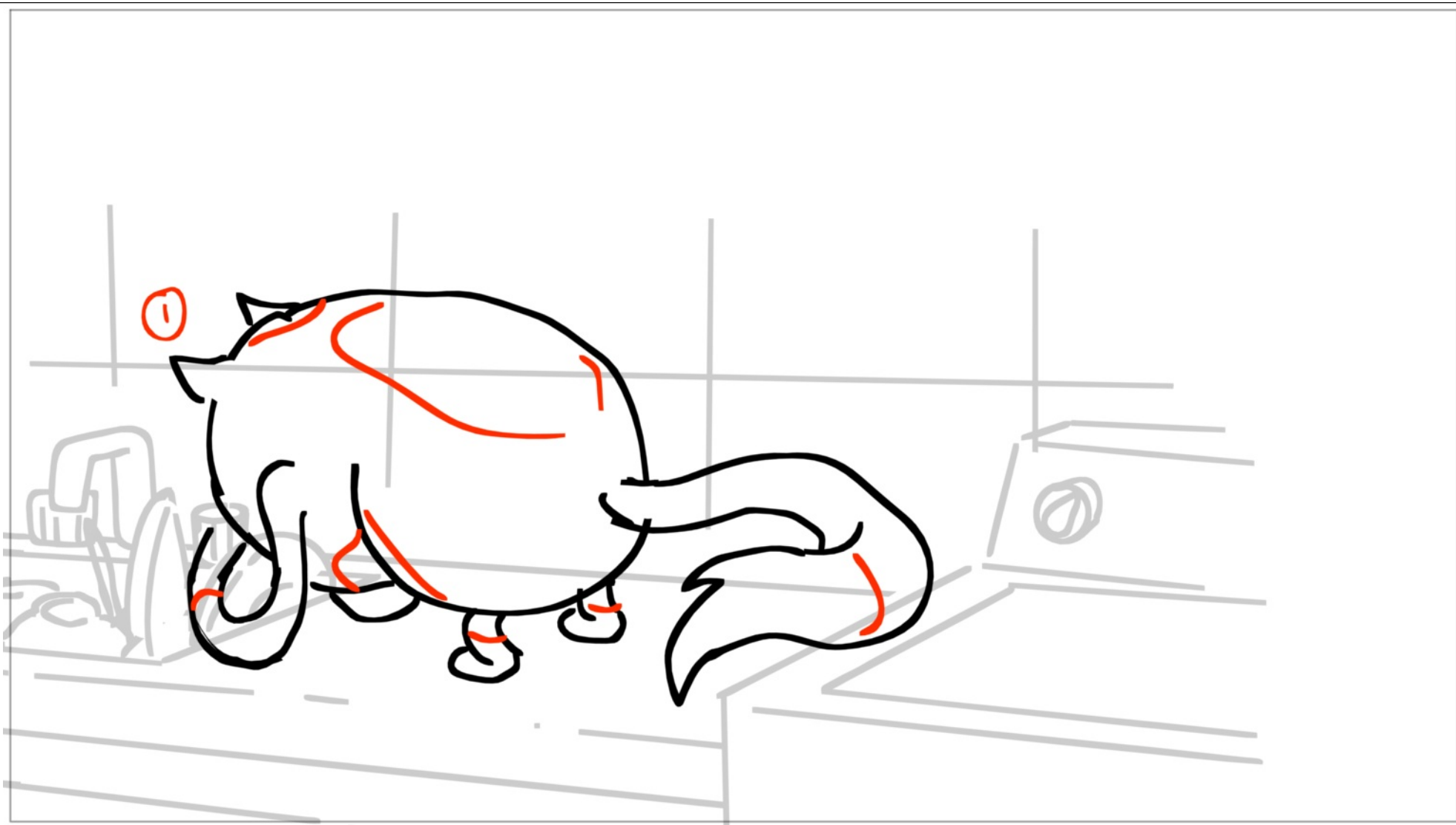
Dialog  
F: -- with Simon --

Scene	Duration	Panel	Duration
18	06:17	7	00:23



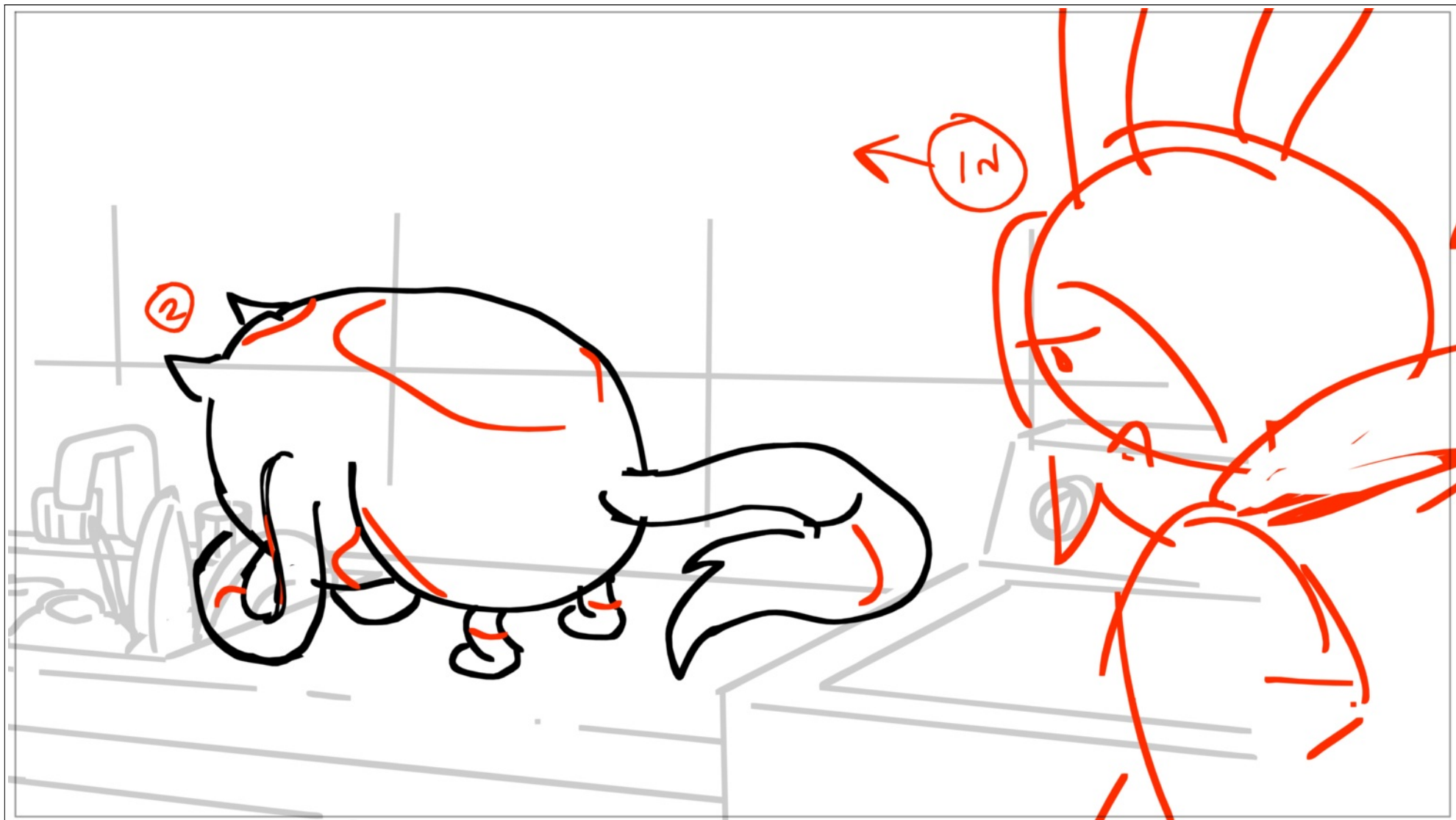
Dialog  
F: -- with Simon --

Scene	Duration	Panel	Duration
19	09:14	1	00:23



Dialog  
F: (o/s) -- or why --

Scene	Duration	Panel	Duration
19	09:14	2	00:23



Dialog  
F: (o/s) -- the Scarab got in.

Scene	Duration	Panel	Duration
19	09:14	3	00:23



Dialog  
C: [mouth full] Shimon musht shtill be alive,

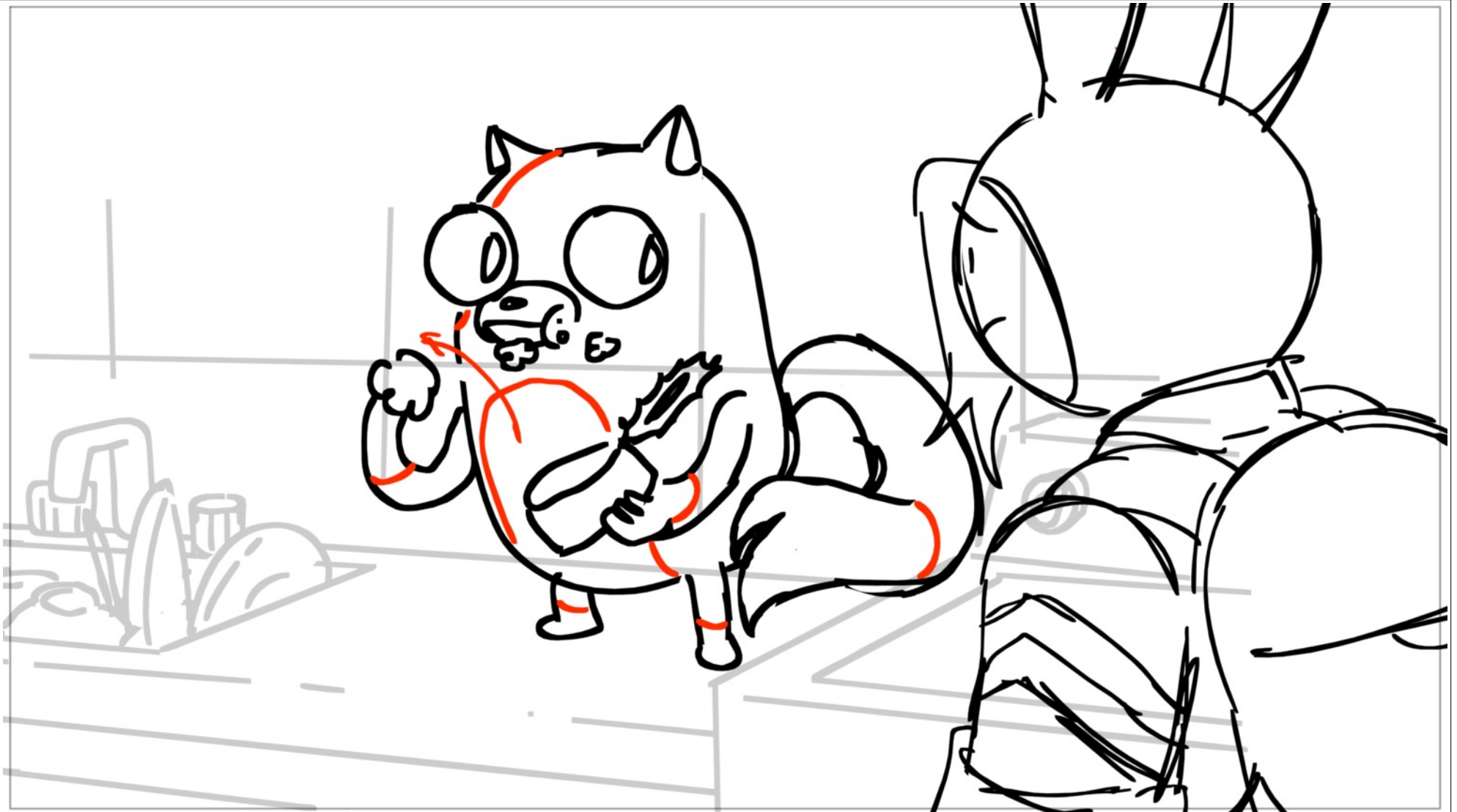


Scene	Duration	Panel	Duration
19	09:14	4	00:23



Dialog  
C: [mouth full] Shimon musht shtill be alive,

Scene	Duration	Panel	Duration
19	09:14	5	00:23



Dialog  
C: [mouth full] Shimon musht shtill be alive,



Scene	Duration	Panel	Duration
19	09:14	6	00:23



Dialog  
C: [mouth full] Shimon musht shtill be alive,

Scene	Duration	Panel	Duration
19	09:14	7	00:23



Dialog  
C: [mouth full] Shimon musht shtill be alive,

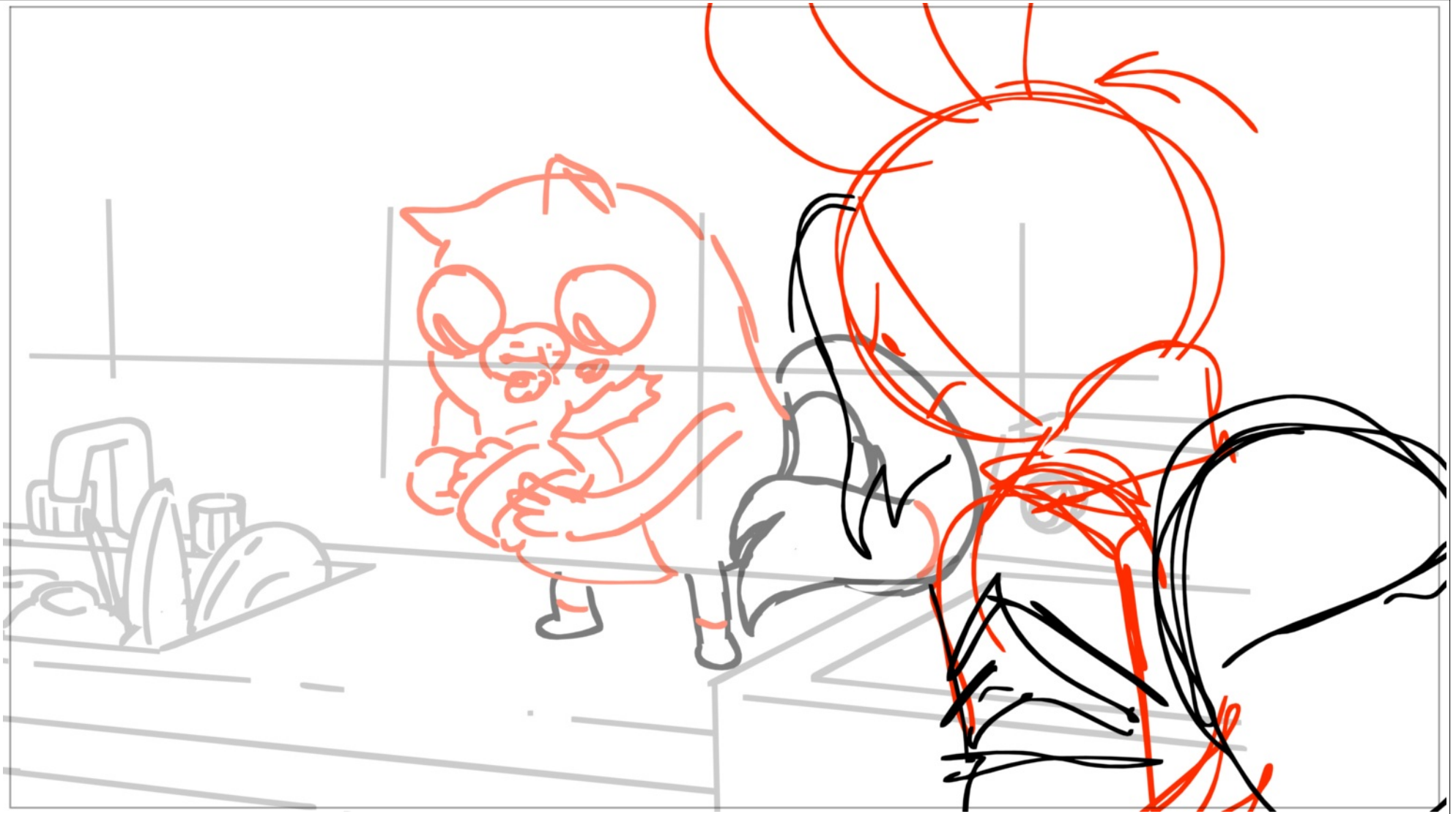
Scene	Duration	Panel	Duration
19	09:14	8	00:23



Dialog

C: [mouth full] or elshe we'd a blinked out of existence.

Scene	Duration	Panel	Duration
19	09:14	9	00:23



Action Notes

Fionna turns to scowl at a bug



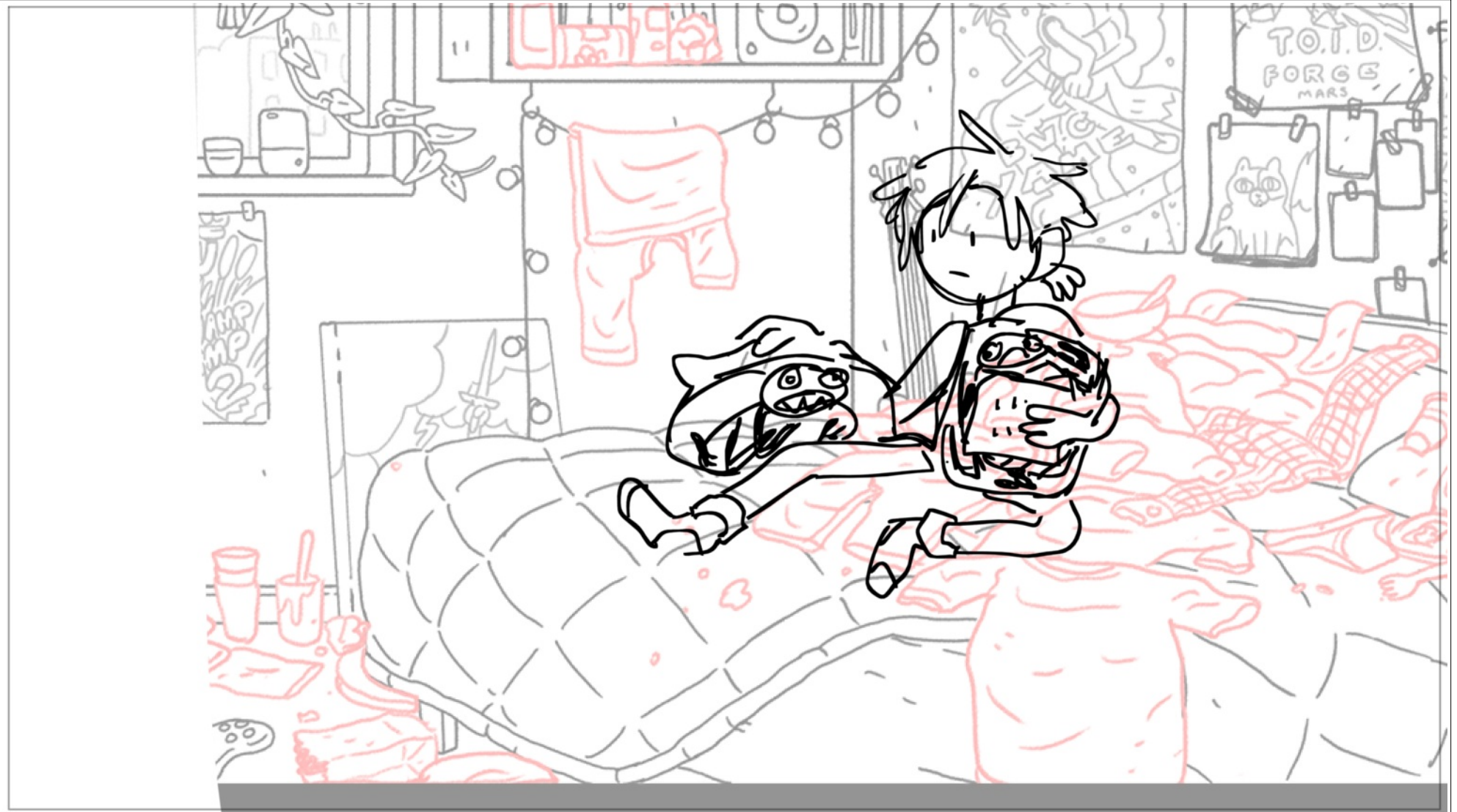
Scene	Duration	Panel	Duration
19	09:14	10	00:23



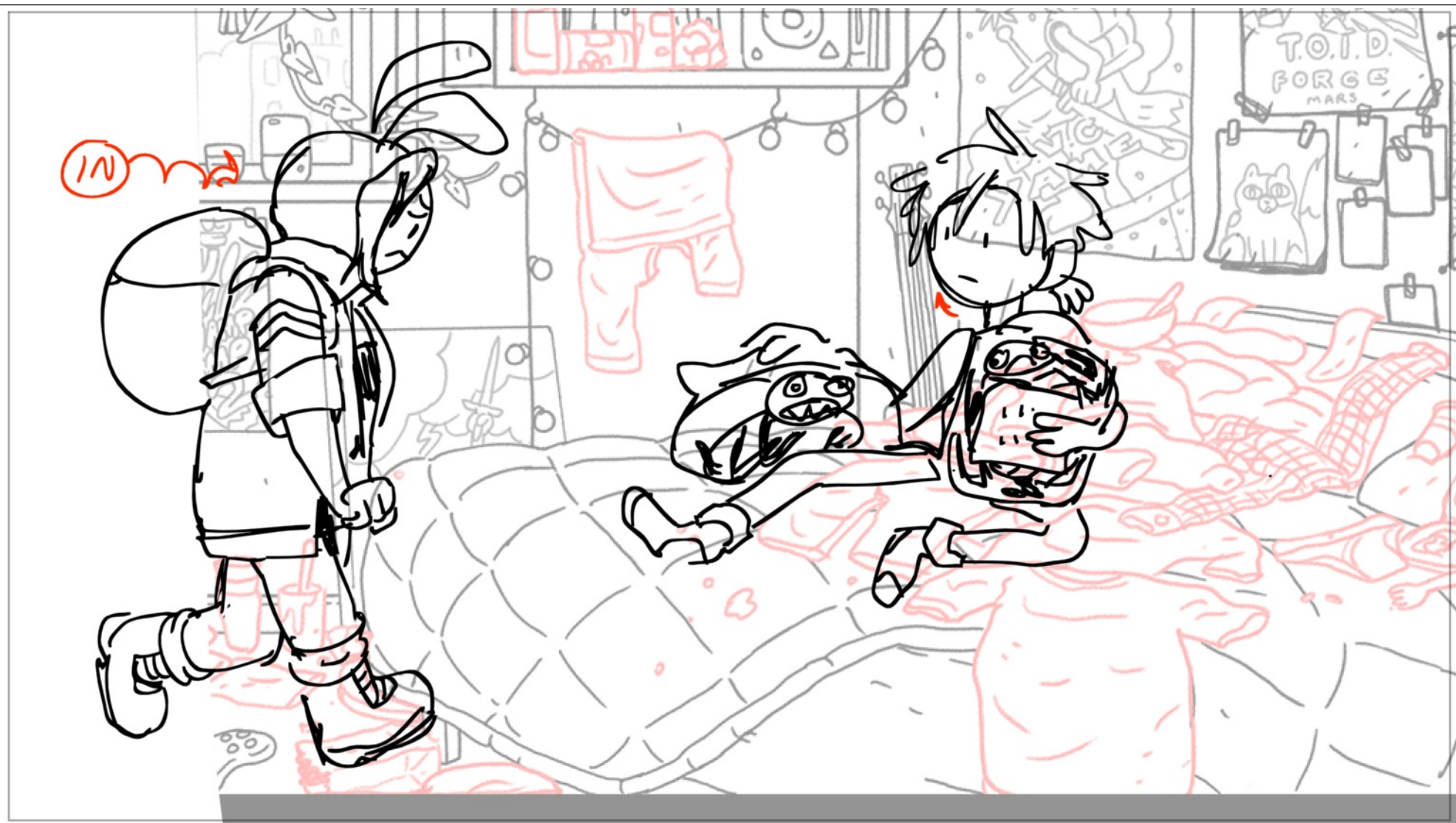
Action Notes

Fionna turns to scowl at a bug

Scene	Duration	Panel	Duration
20	04:19	1	00:23

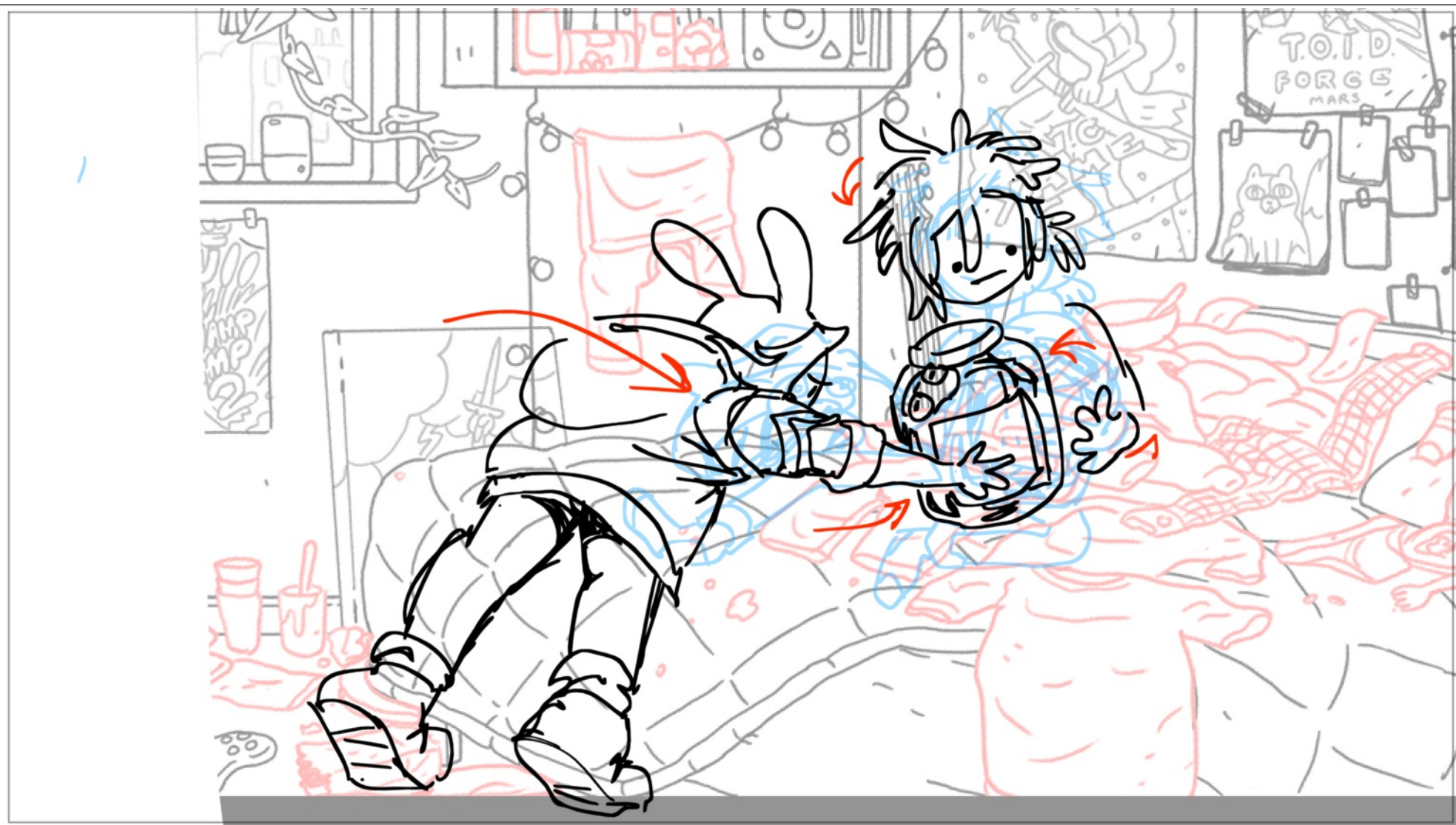


Scene	Duration	Panel	Duration
20	04:19	2	00:23





Scene	Duration	Panel	Duration
20	04:19	3	00:23



Dialog

F: Hmph!



Scene	Duration	Panel	Duration
20	04:19	4	00:23



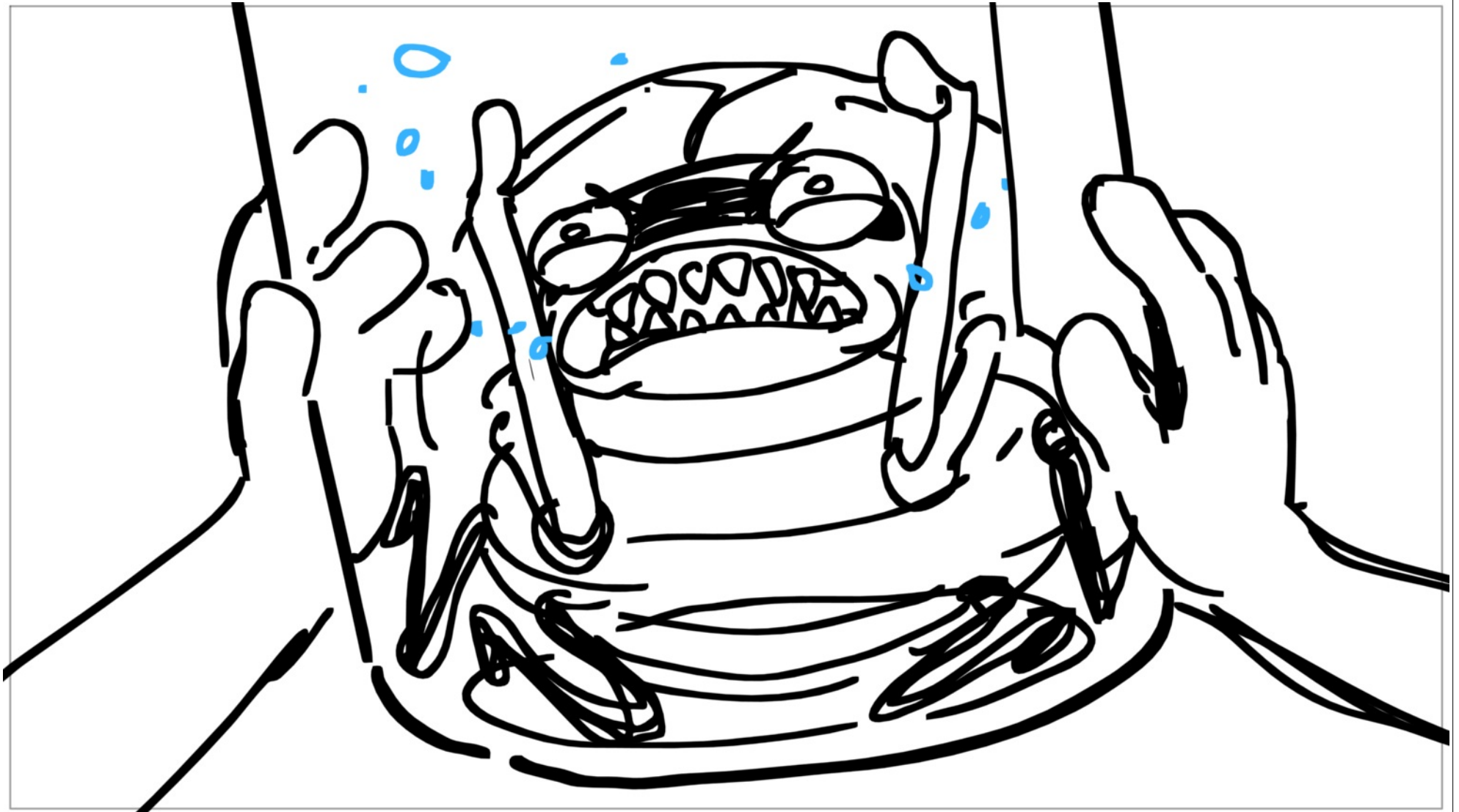
Action Notes  
F snatches a bug jar

Scene	Duration	Panel	Duration
20	04:19	5	00:23



Dialog  
F: WHAT'D YOU DO TO SIMON! [...] !

Scene	Duration	Panel	Duration
21	00:23	1	00:23



Dialog

Scarab: (distorted) Abooomminaaatiiiioonnns!!!!

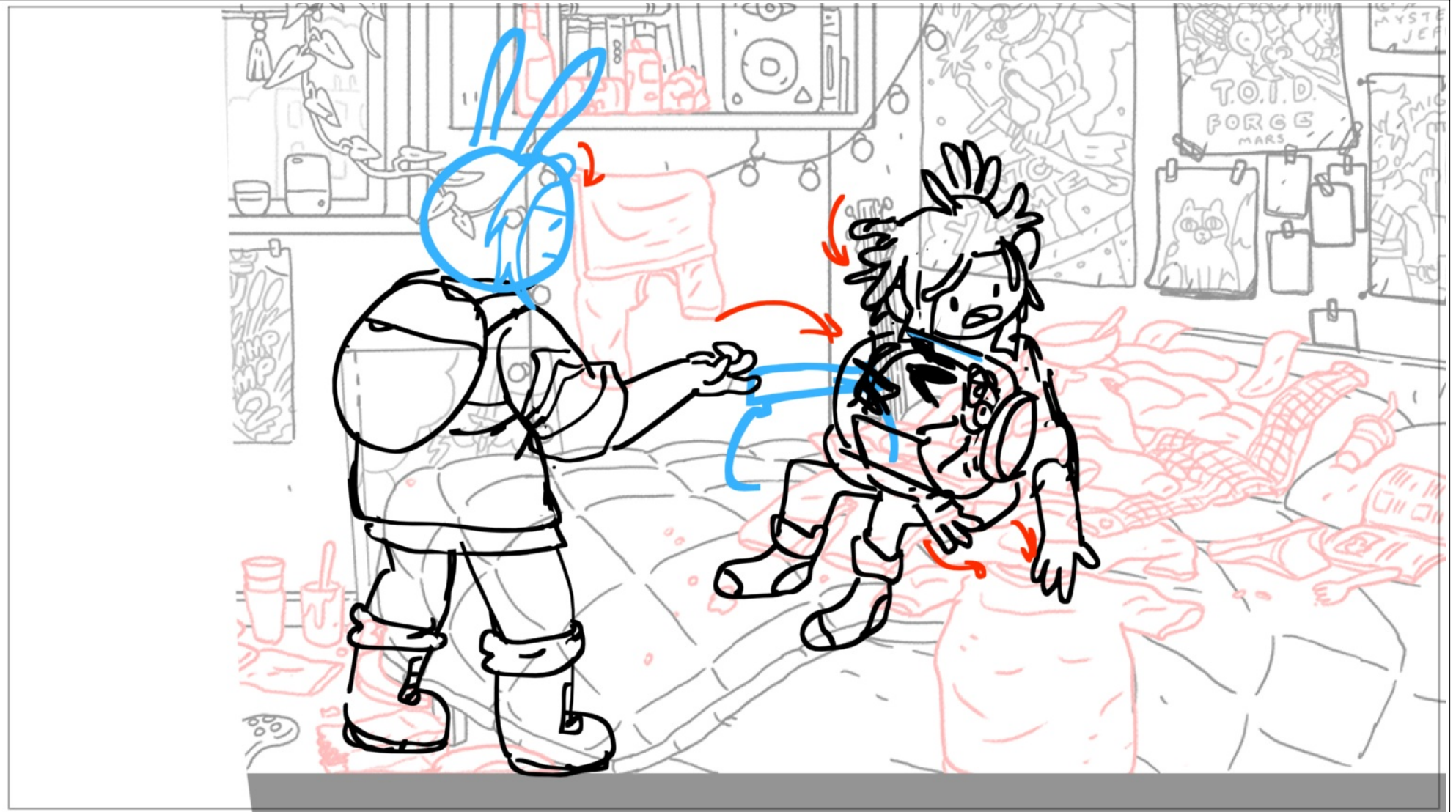


Scene	Duration	Panel	Duration
22	04:19	1	00:23



Dialog  
F: [frustrated]

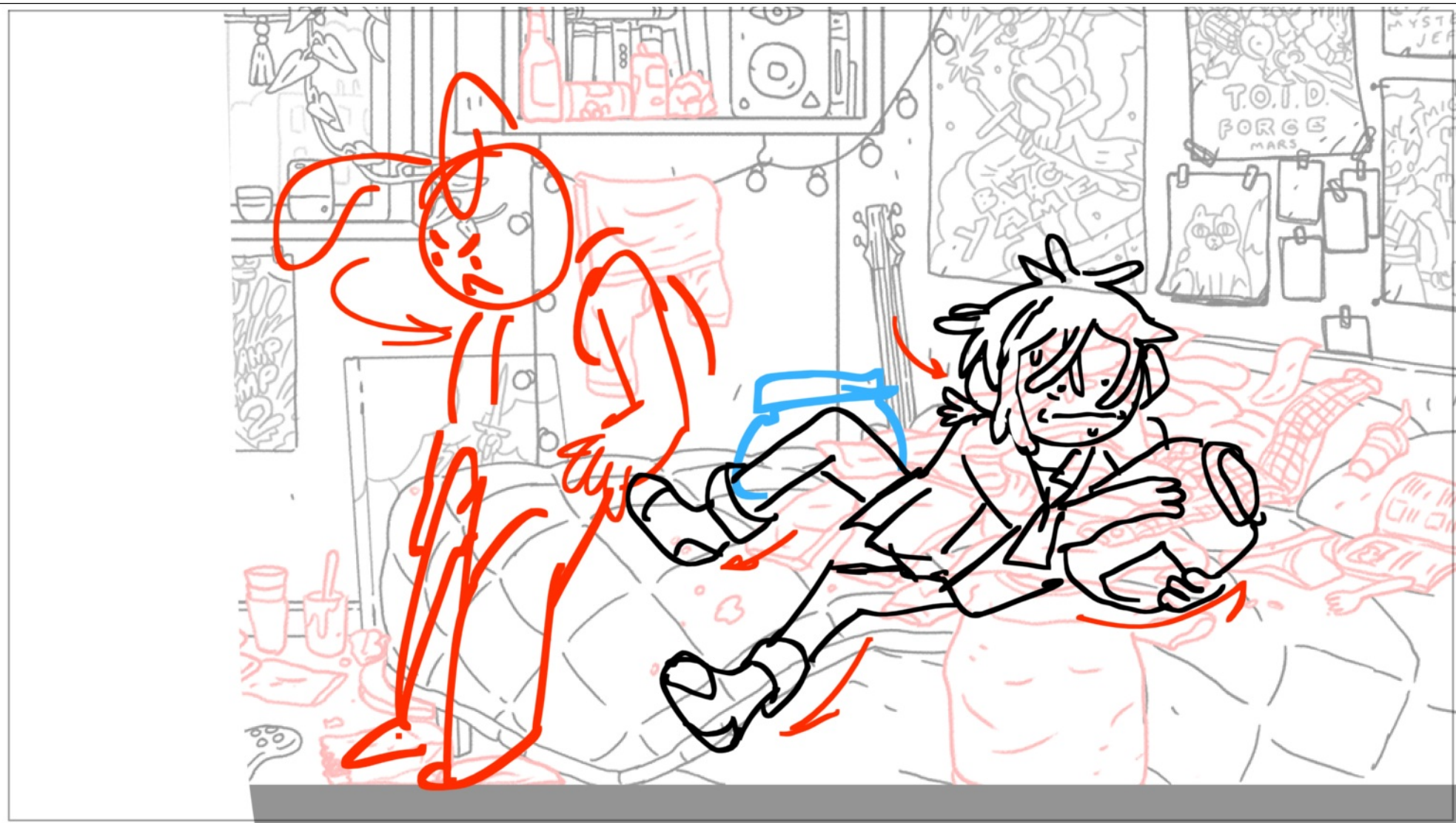
Scene	Duration	Panel	Duration
22	04:19	2	00:23



Dialog  
F: [frustrated]



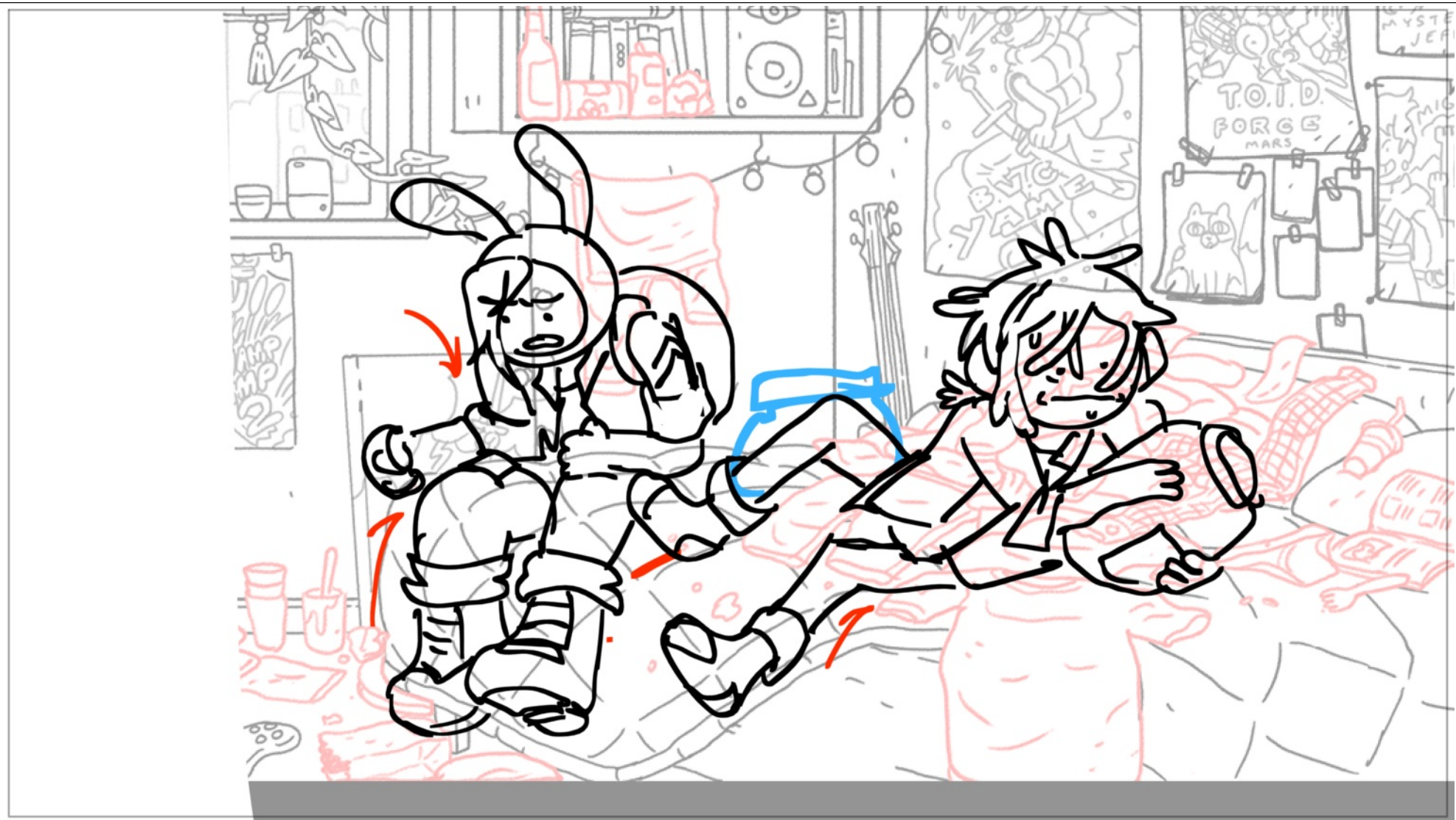
Scene	Duration	Panel	Duration
22	04:19	3	00:23



Dialog

F: [frustrated]

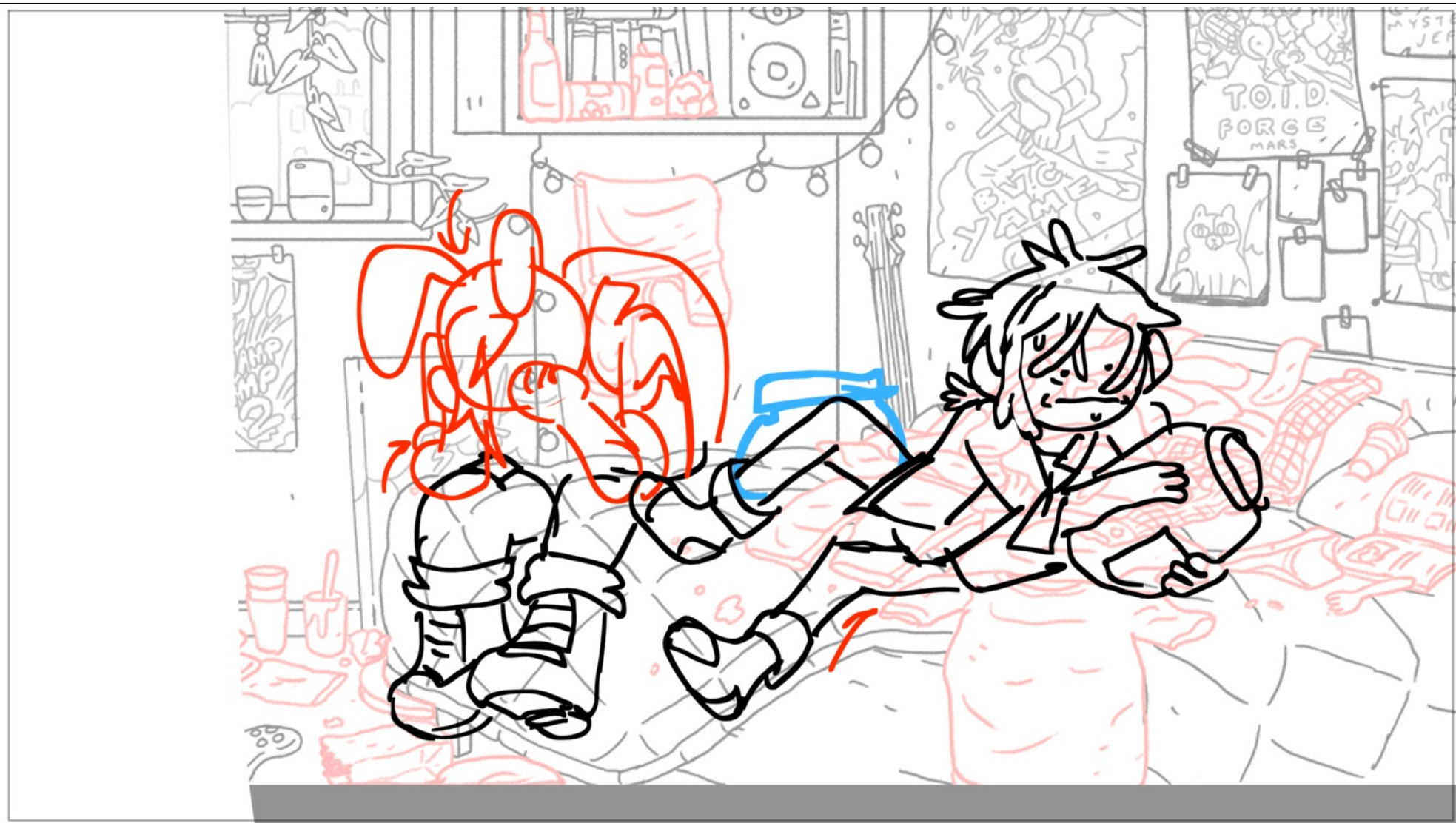
Scene	Duration	Panel	Duration
22	04:19	4	00:23



Dialog  
F: (Loud sigh)



Scene	Duration	Panel	Duration
22	04:19	5	00:23



Dialog  
F: (Loud sigh)



Scene	Duration	Panel	Duration
23	02:17	1	00:21



Scene	Duration	Panel	Duration
23	02:17	2	00:21



Dialog  
F: AAAHHHH!!!

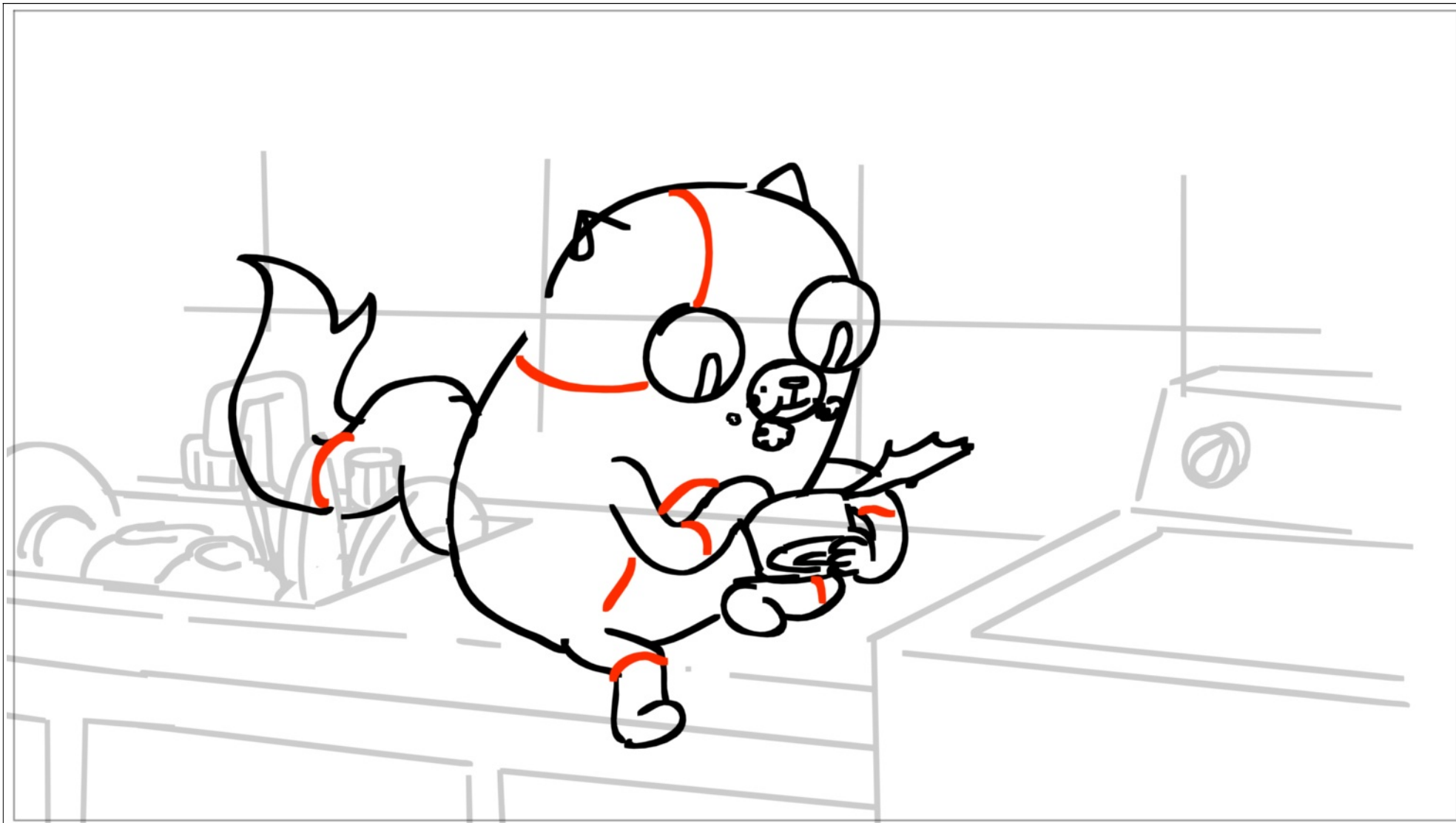


Scene	Duration	Panel	Duration
23	02:17	3	00:23



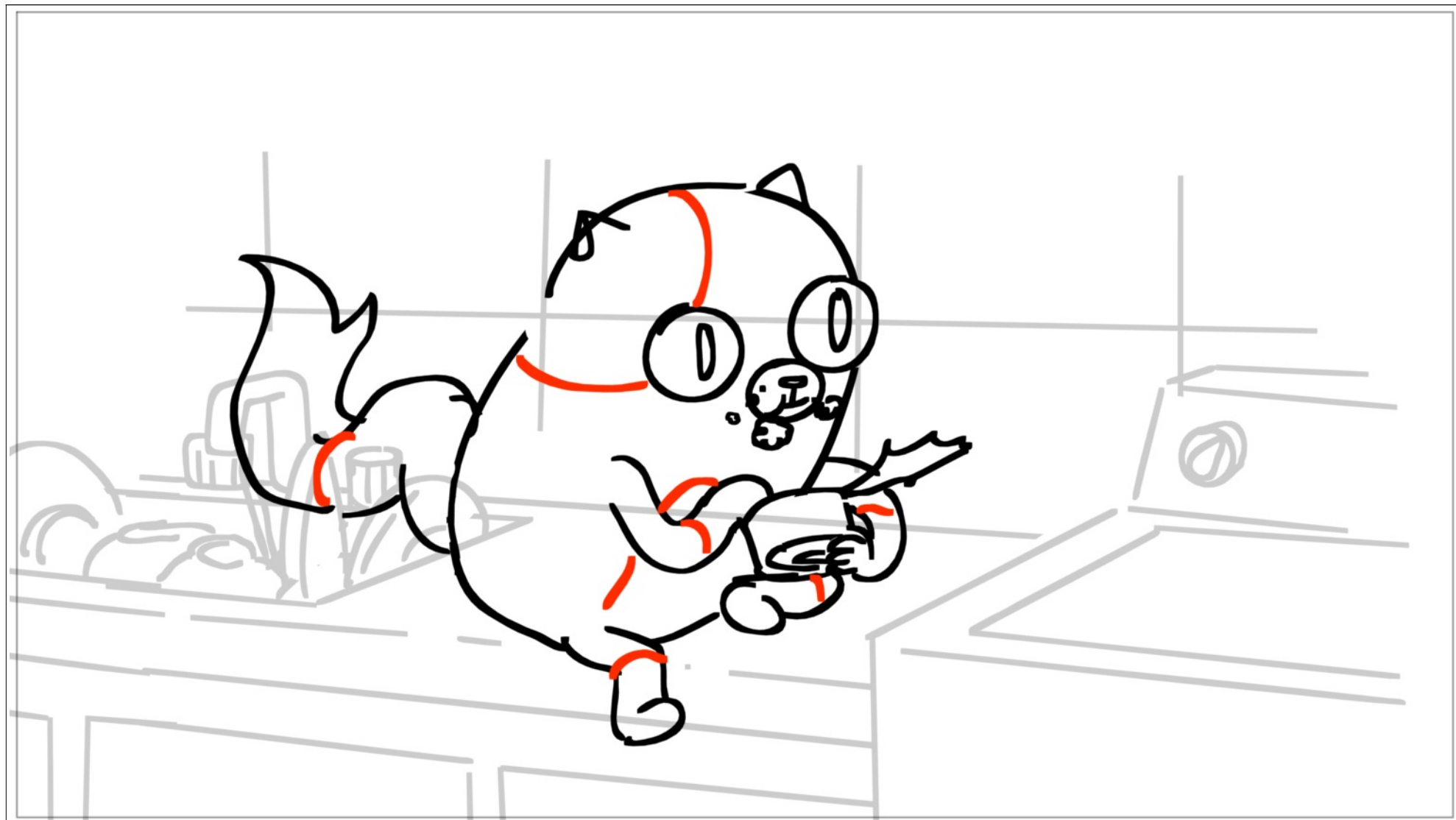
Dialog  
F: AAAHHHH!!!

Scene	Duration	Panel	Duration
24	02:21	1	00:23



Dialog  
F: (o/s) --AAAAHH!!

Scene	Duration	Panel	Duration
24	02:21	2	00:23



Scene	Duration	Panel	Duration
24	02:21	3	00:23



Dialog

C: [mouth full] Jusht call 'im.

Scene	Duration	Panel	Duration
25	01:22	1	00:23





Scene	Duration	Panel	Duration
25	01:22	2	00:23



Dialog  
F: Huh??



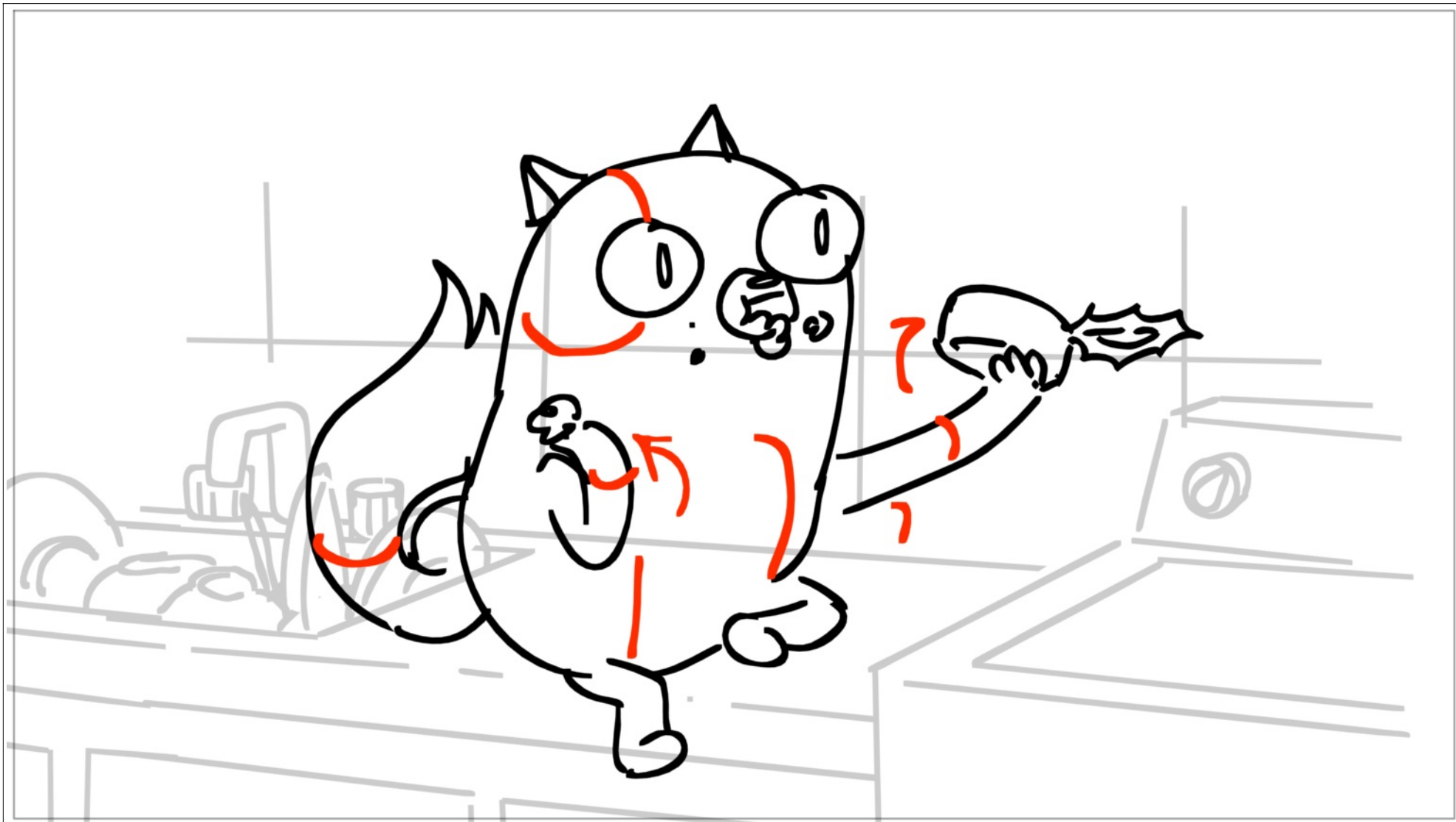
Scene	Duration	Panel	Duration
26	05:18	1	00:23



Dialog

C: Yeah!

Scene	Duration	Panel	Duration
26	05:18	2	00:23



Dialog

C: I gave 'im my phone!

Scene	Duration	Panel	Duration
26	05:18	3	00:23



Dialog

C: You know, to play "Worm" when he was all alone.

Scene	Duration	Panel	Duration
26	05:18	4	00:23



Dialog

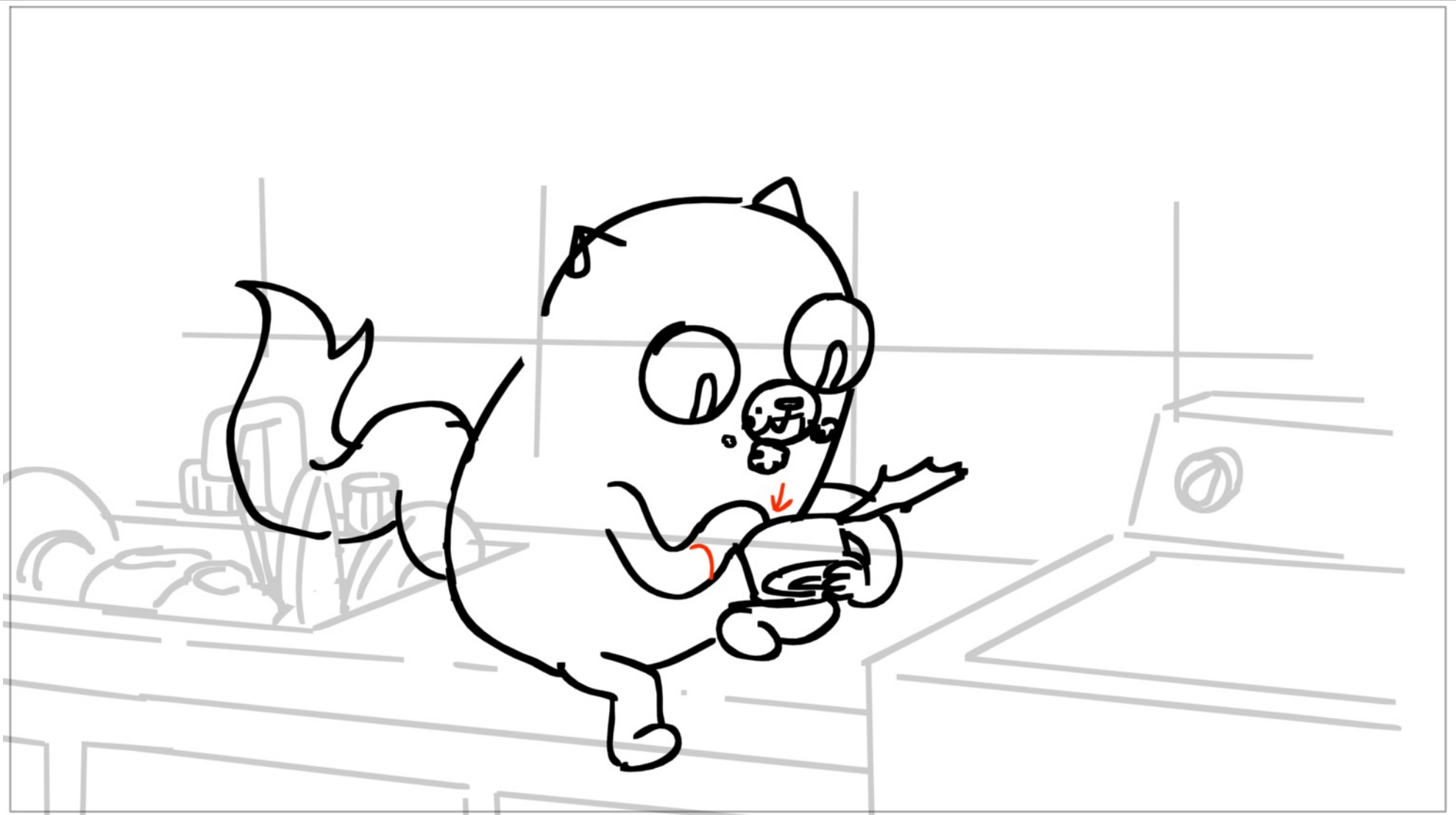
C: [munch]

Scene	Duration	Panel	Duration
26	05:18	5	00:23



Dialog  
C: [chewing]

Scene	Duration	Panel	Duration
26	05:18	6	00:23



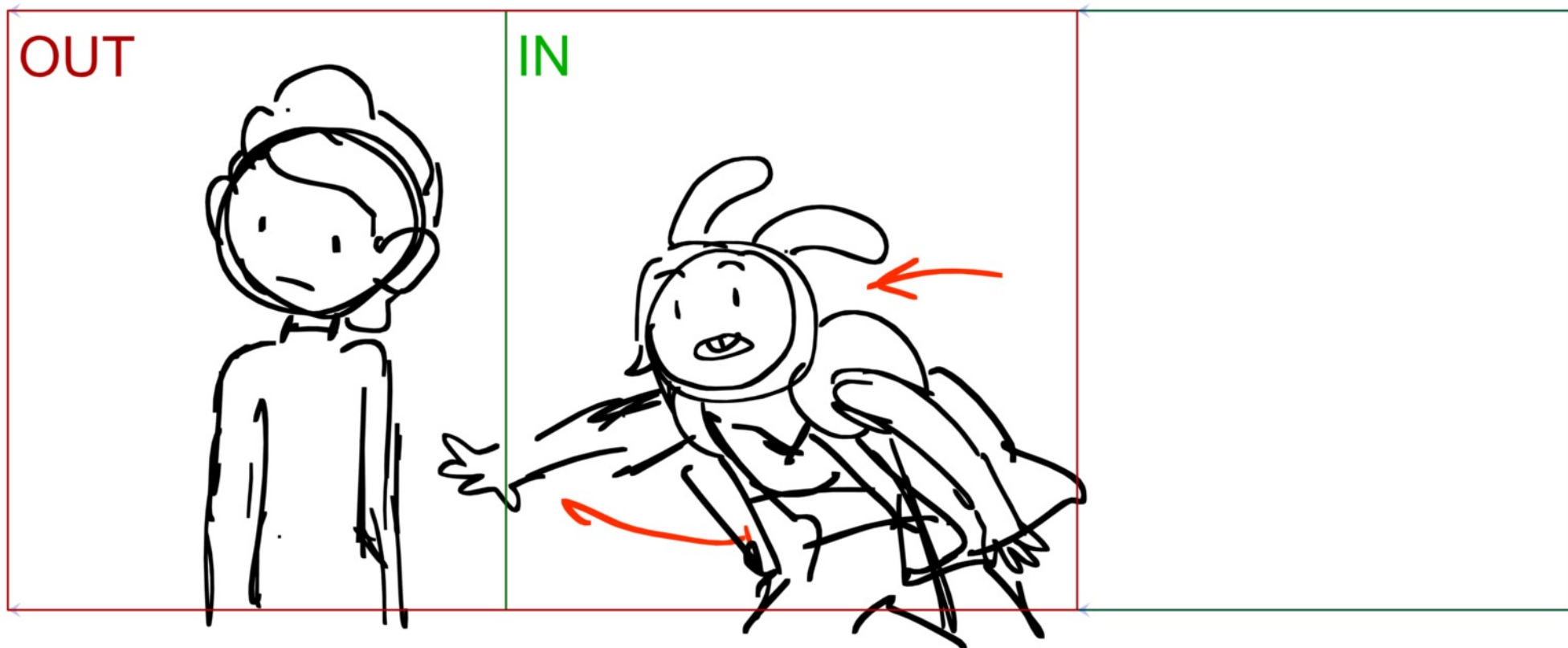
Dialog  
C: Forgot to tell you that earlier, haha.

Scene	Duration	Panel	Duration
27	09:17	1	00:23



Dialog  
F: That's --

Scene	Duration	Panel	Duration
27	09:17	2	00:23



Dialog  
F: MY phone --

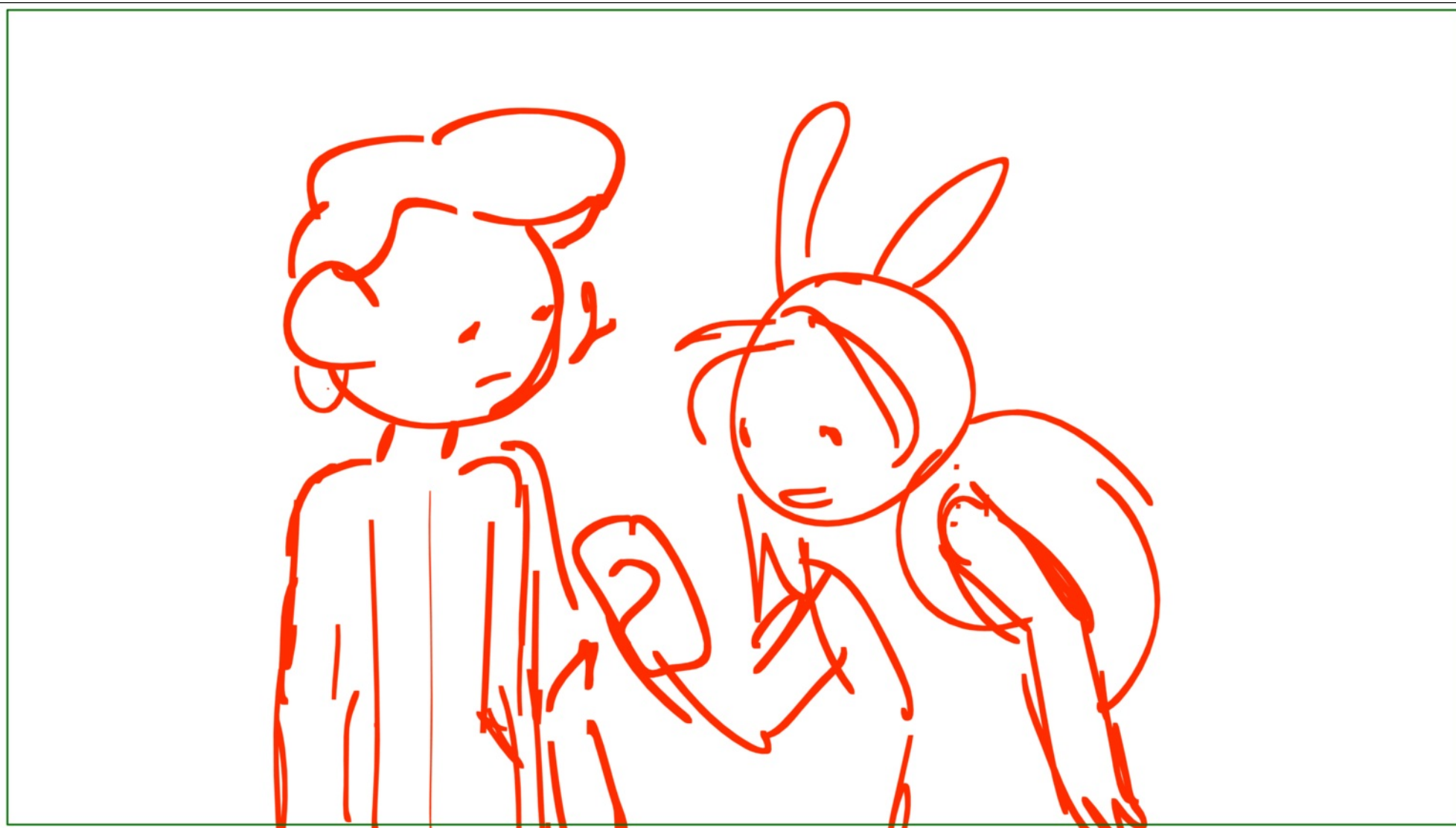


Scene	Duration	Panel	Duration
27	09:17	3	00:23



Dialog  
F: But yeah, okay.

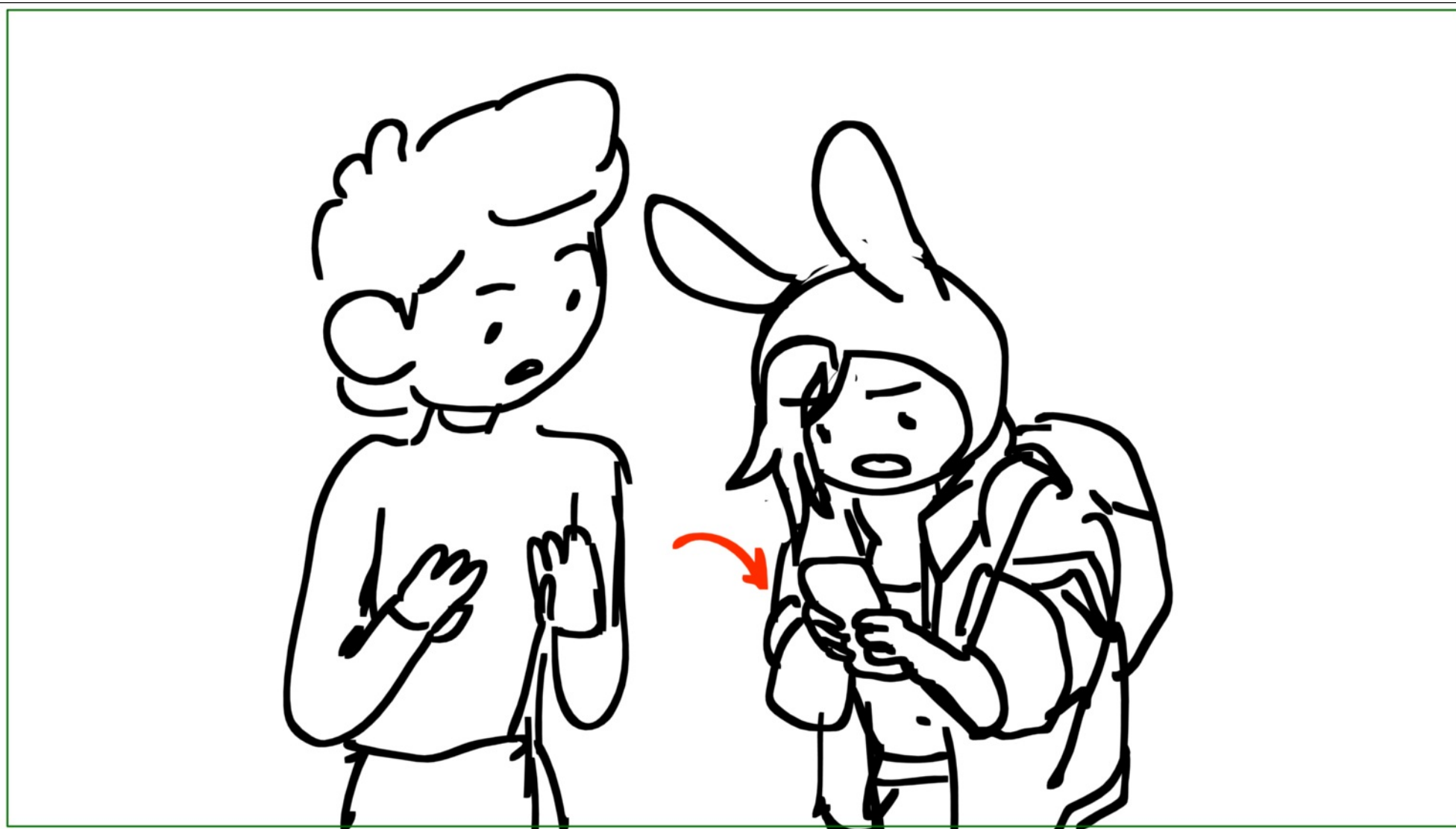
Scene	Duration	Panel	Duration
27	09:17	4	00:23



Dialog

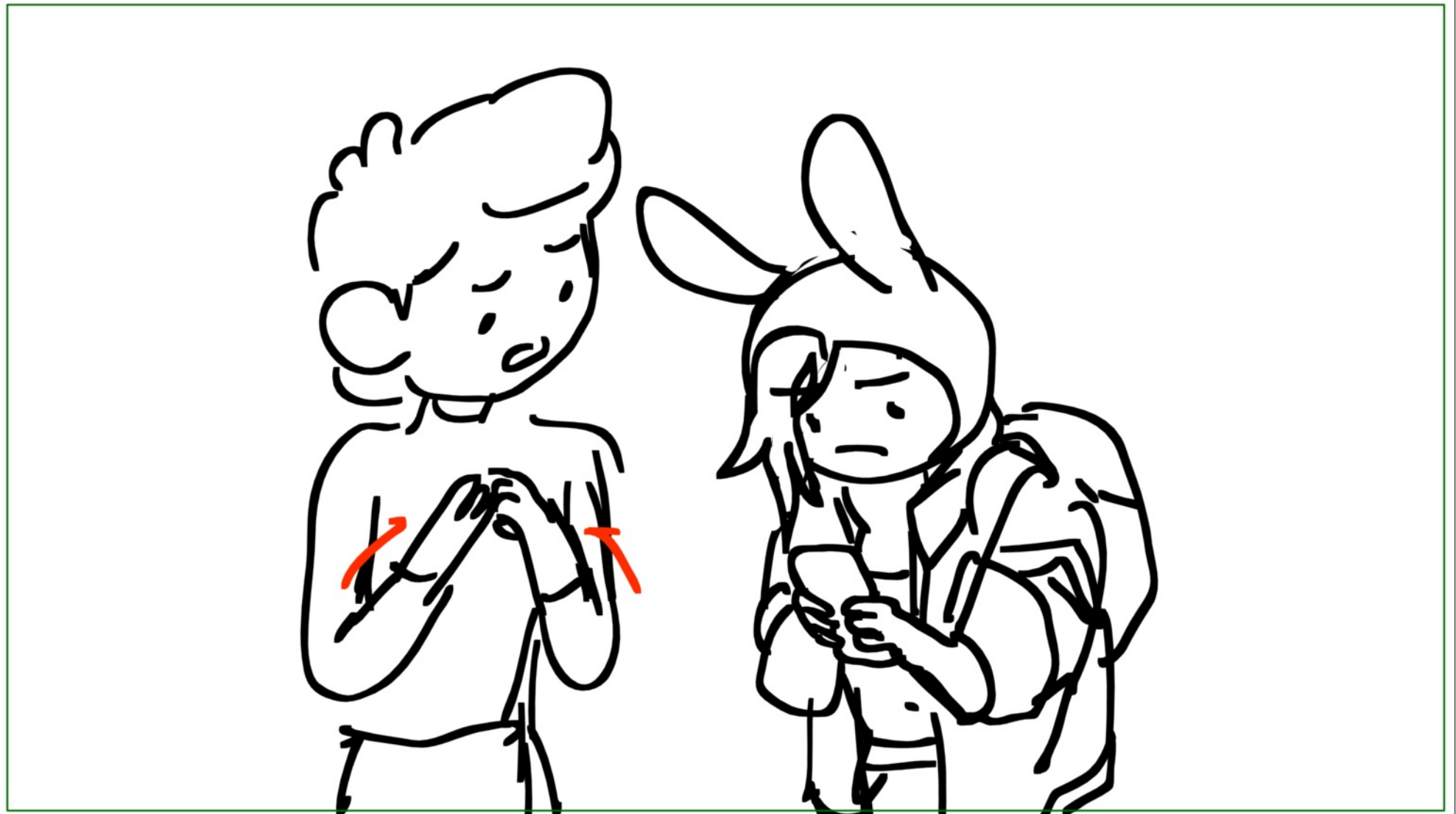
F: Can I --

Scene	Duration	Panel	Duration
27	09:17	5	00:23



Dialog  
F: -- borrow this?

Scene	Duration	Panel	Duration
27	09:17	6	01:02



Dialog  
G: Wait, don't put in --

Scene	Duration	Panel	Duration
27	09:17	7	00:23



Dialog

G: The passcode is --

Scene	Duration	Panel	Duration
27	09:17	8	00:23



Dialog  
F: Shh, I know!



Scene	Duration	Panel	Duration
27	09:17	9	00:23



Dialog  
G: Huh?

Scene	Duration	Panel	Duration
27	09:17	10	00:23



Dialog  
F: It's ringing!



Scene	Duration	Panel	Duration
28	04:19	1	00:23



Dialog

S: (mumbling) Beth, Beth [...] !

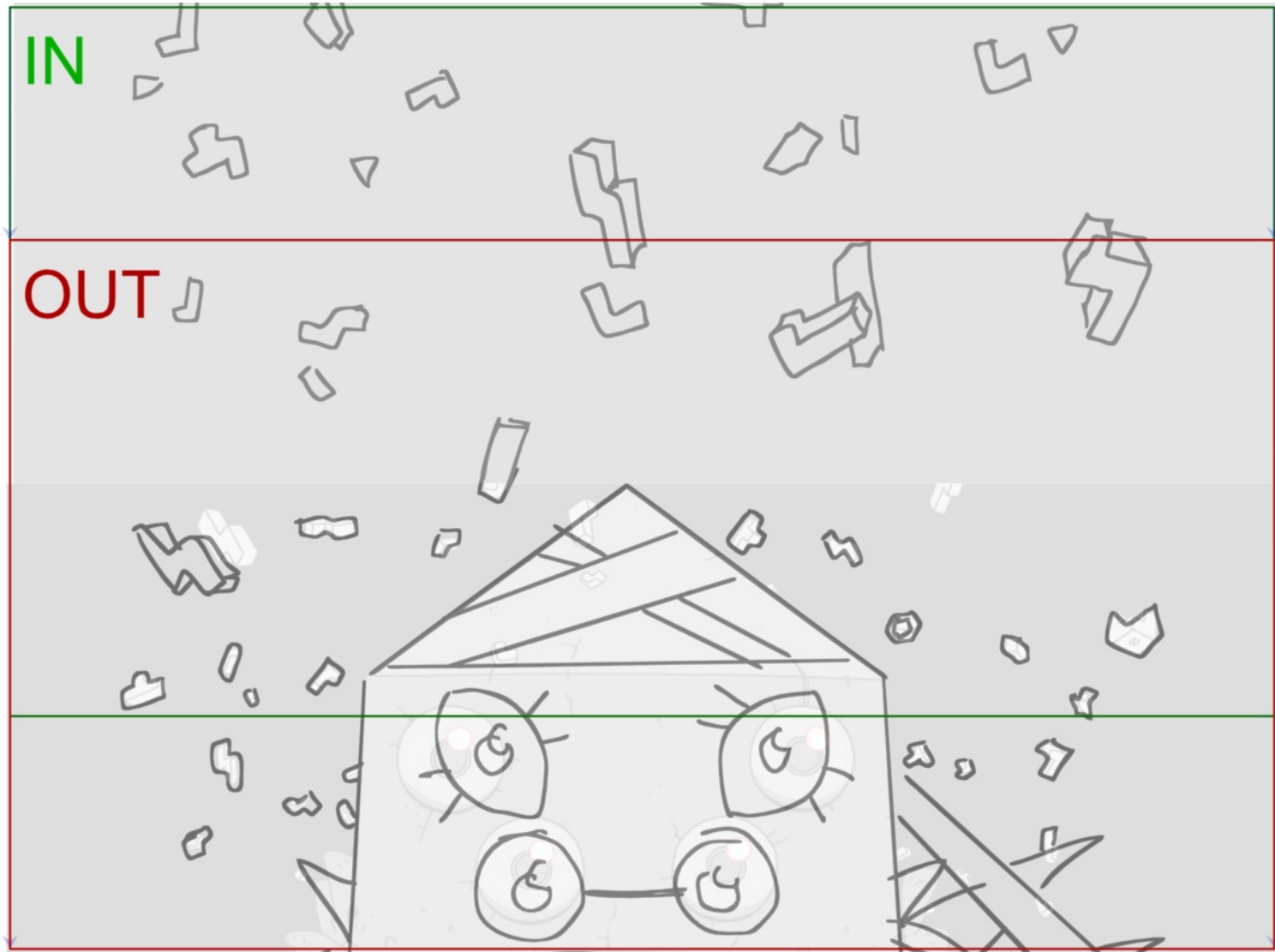
Scene	Duration	Panel	Duration
28	04:19	2	00:23



### Dialog

S: (mumbling) Beth, Beth [...] !

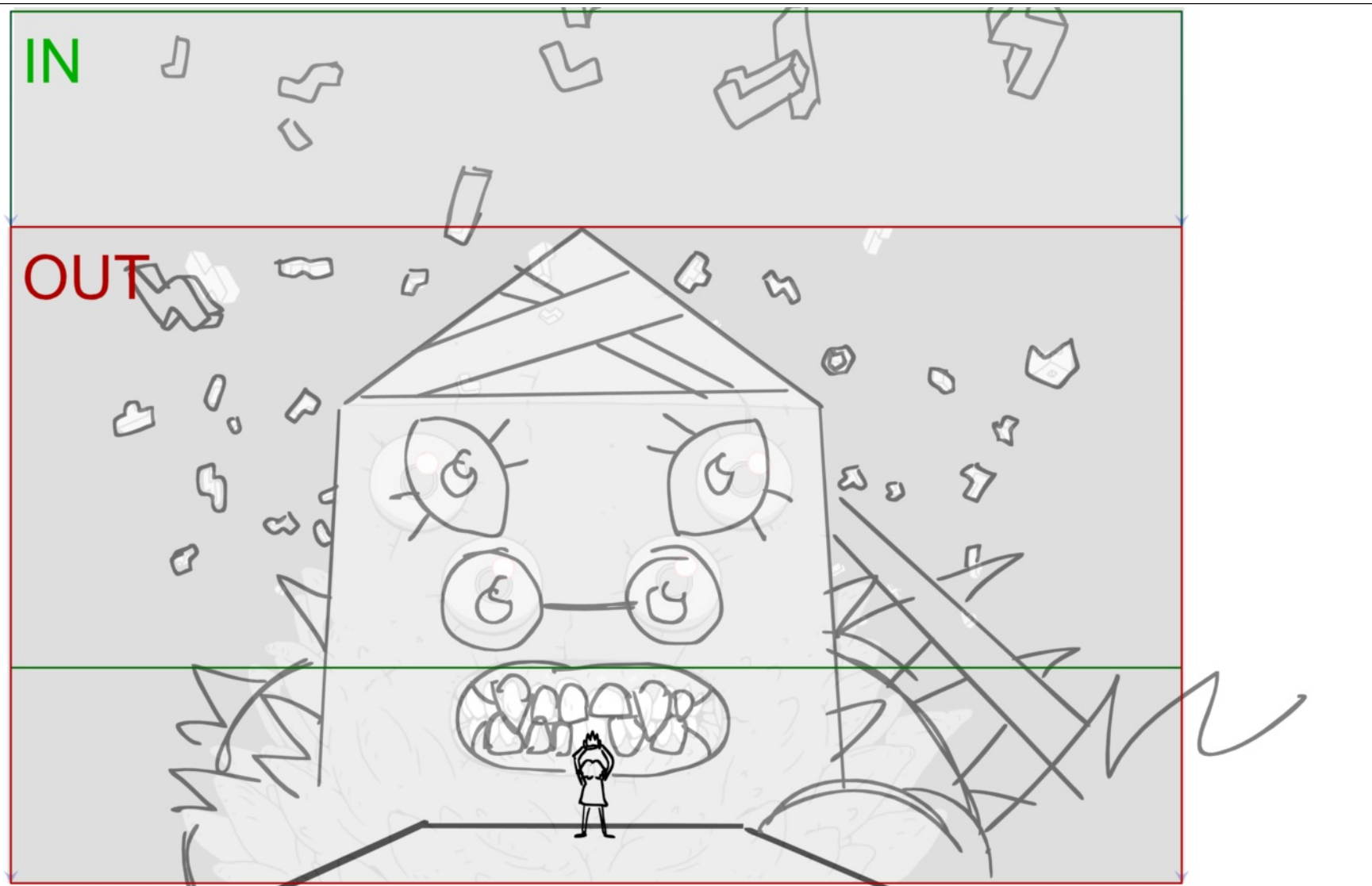
Scene	Duration	Panel	Duration
28	04:19	3	00:23



### Dialog

S: (mumbling) Beth, Beth [...] !

Scene	Duration	Panel	Duration
28	04:19	4	00:23



### Dialog

S: (mumbling) Beth, Beth [...] !

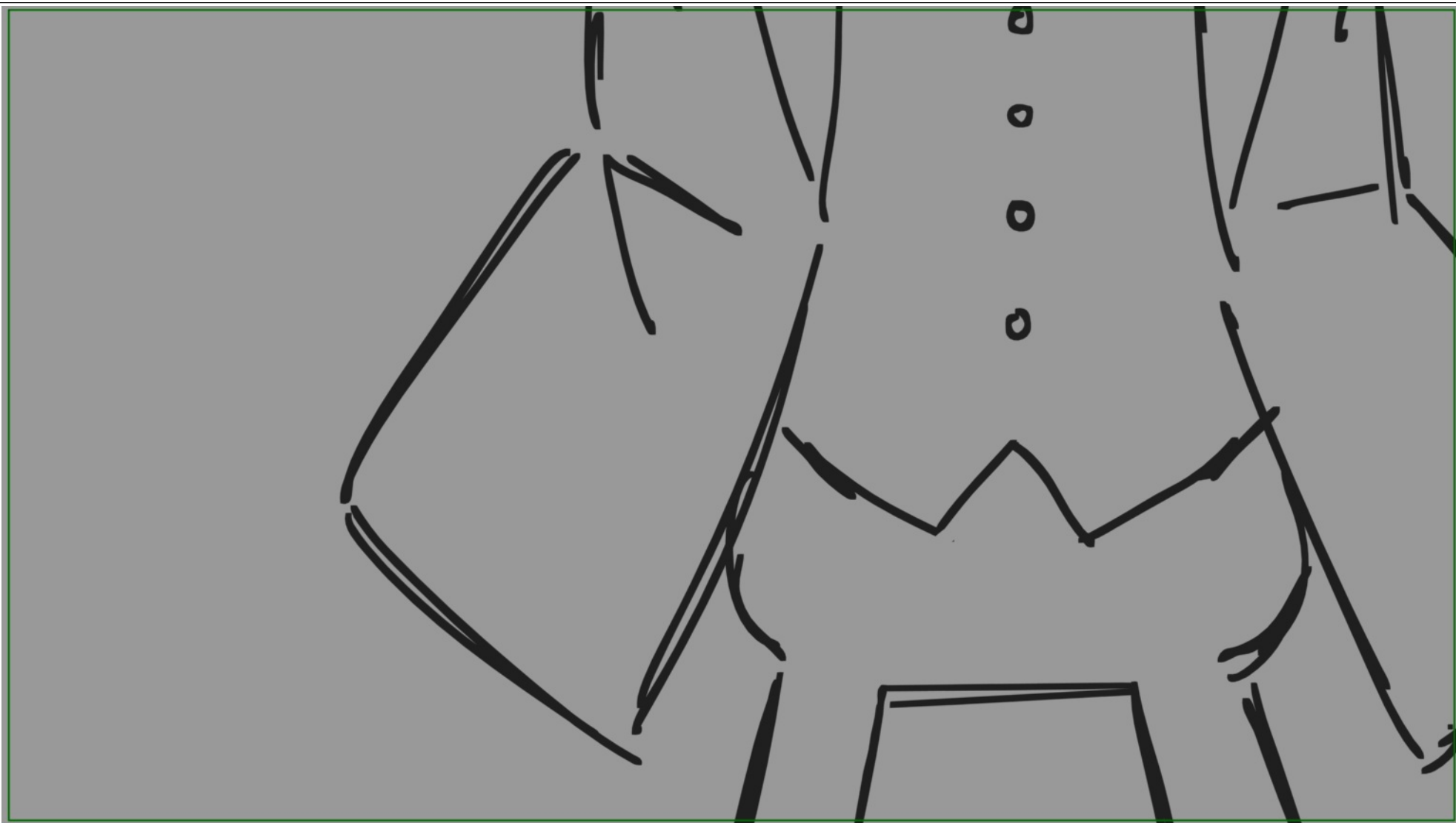
Scene	Duration	Panel	Duration
28	04:19	5	00:23



### Dialog

S: (mumbling) Beth, Beth [...] !

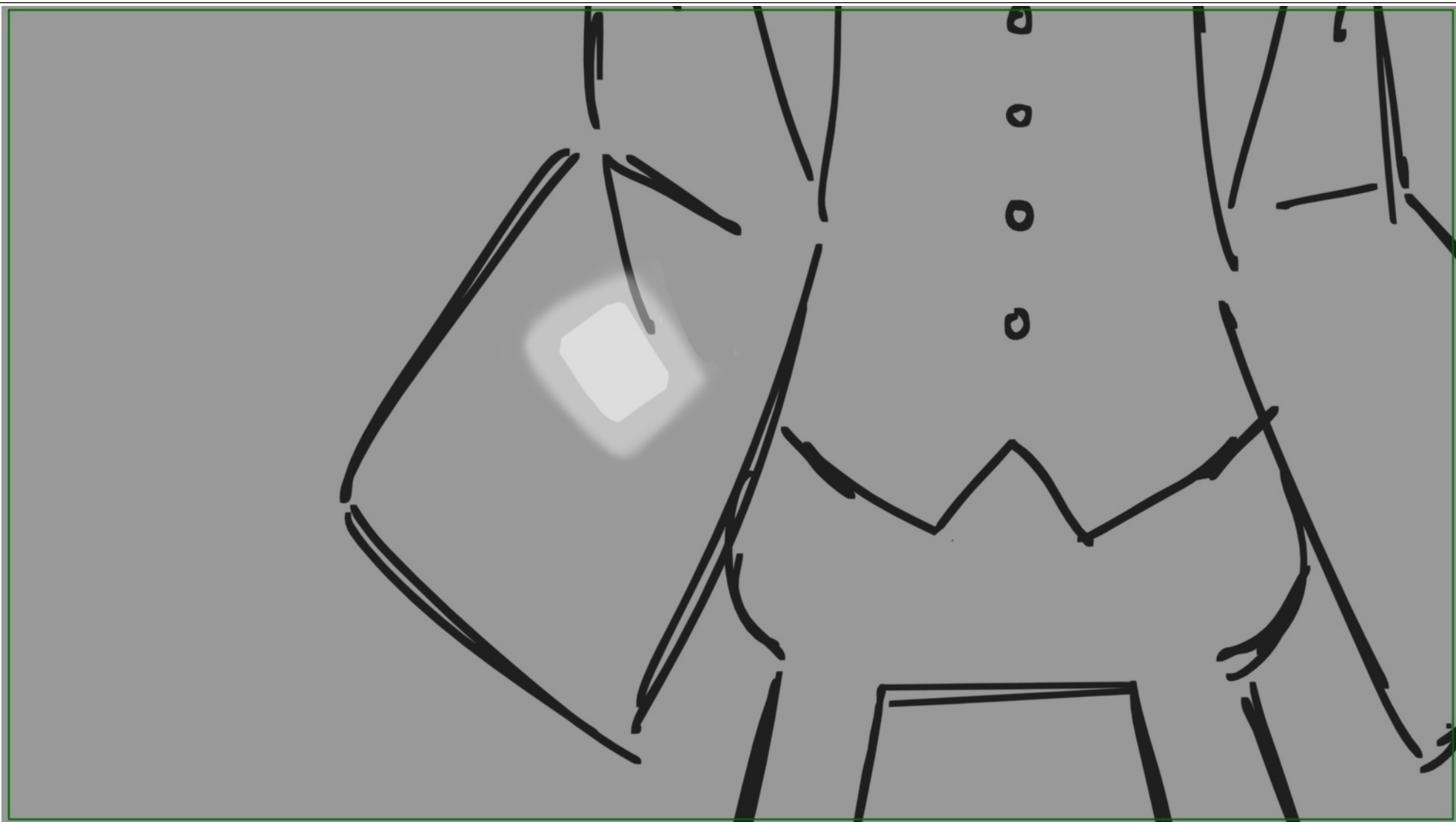
Scene	Duration	Panel	Duration
29	04:19	1	00:23



Dialog

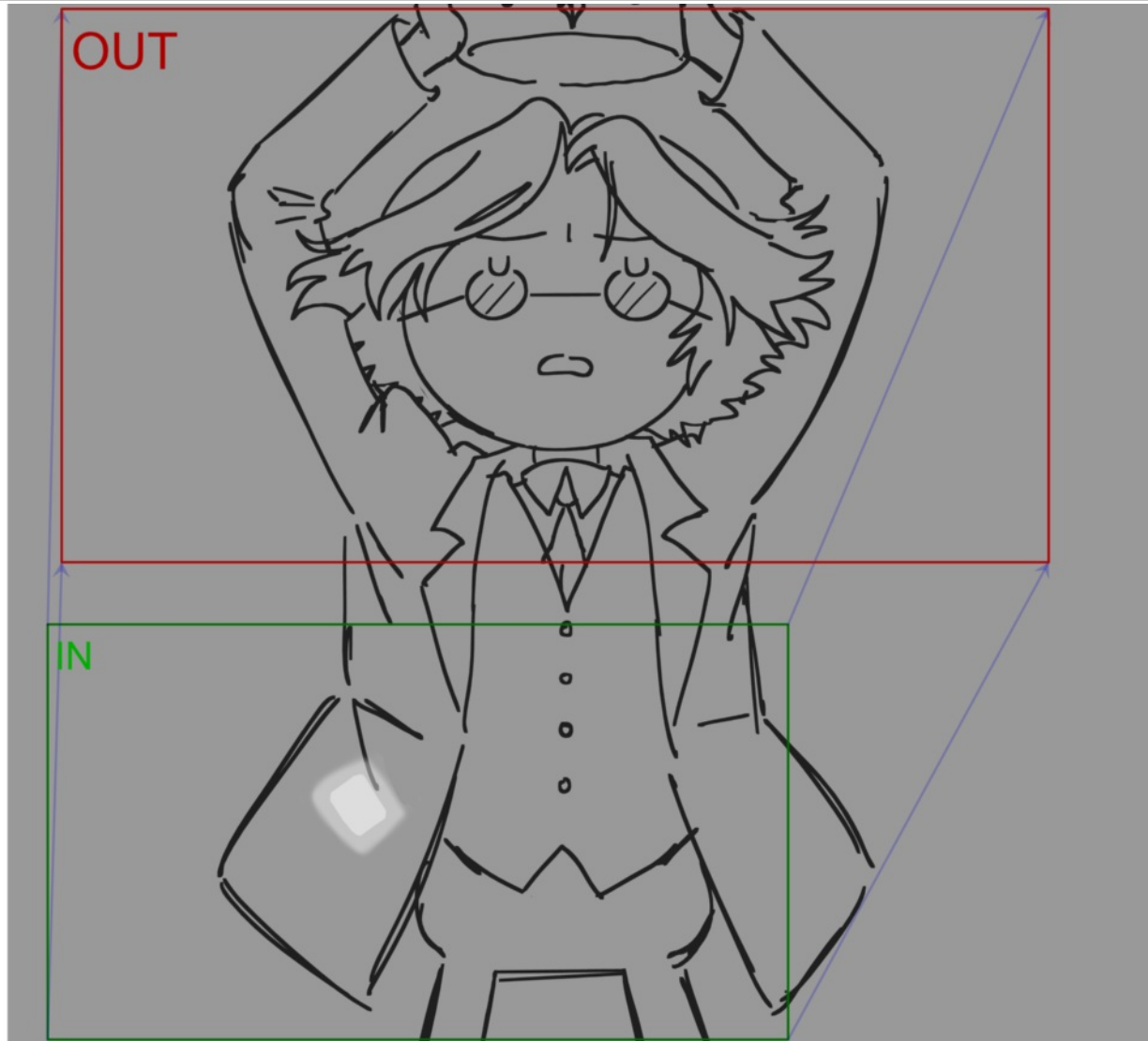
S: (mumbling, o/s) The book ...

Scene	Duration	Panel	Duration
29	04:19	2	00:23



Dialog  
sfx: [phone bzzzzzt]

Scene	Duration	Panel	Duration
	29	04:19	3
			00:23



Dialog  
S: [mumbling] I wanna see...



Scene	Duration	Panel	Duration
29	04:19	4	00:23



Dialog  
sfx: [bzzzzzt]

Scene	Duration	Panel	Duration
29	04:19	5	00:23



Dialog  
S: -- the book.

Scene	Duration	Panel	Duration
30	02:21	1	00:23



Dialog  
SHERMON: The book!!!

Scene	Duration	Panel	Duration
30	02:21	2	00:23



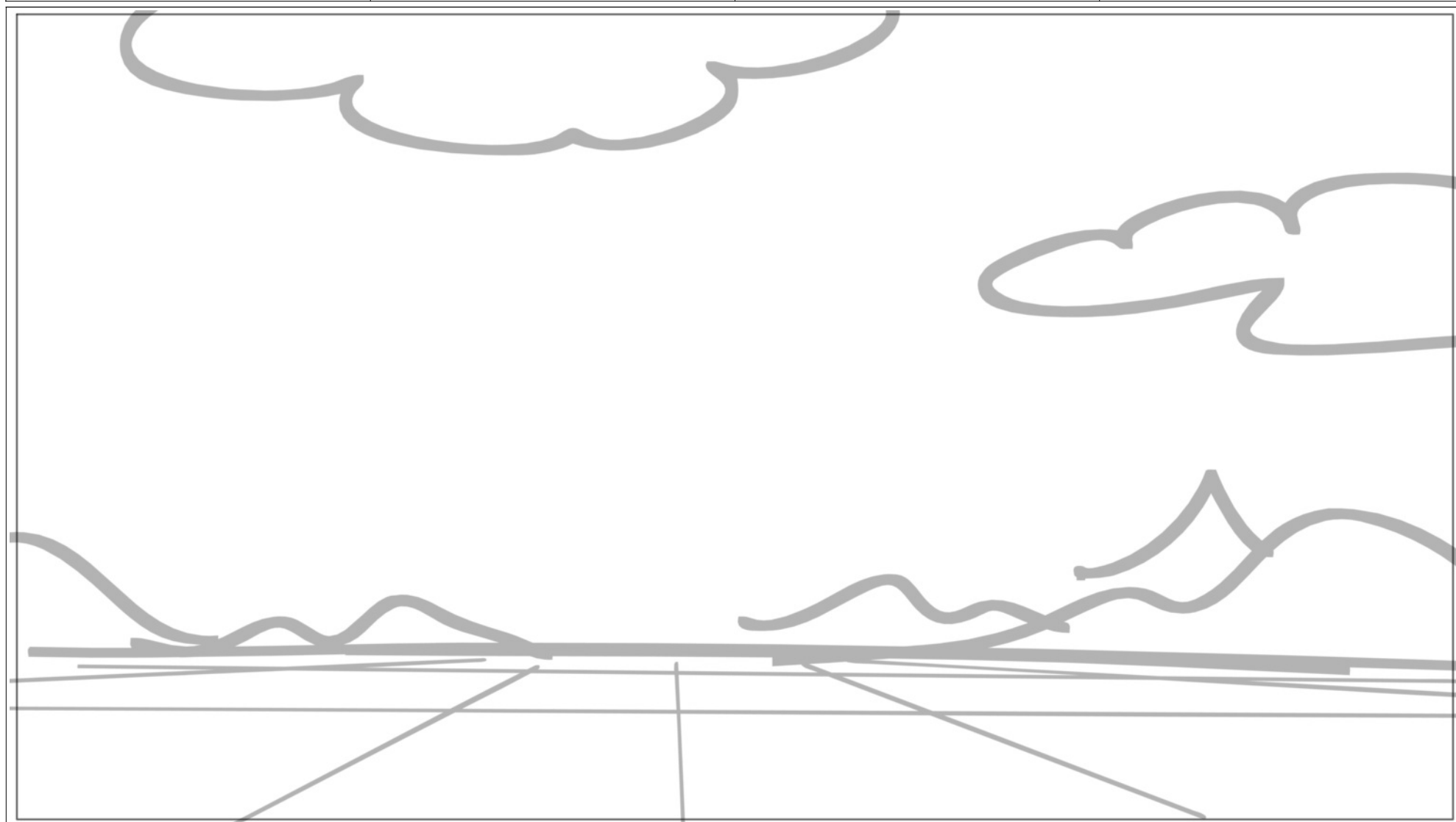
Dialog  
SHERMON: The book!!!

Scene	Duration	Panel	Duration
30	02:21	3	00:23

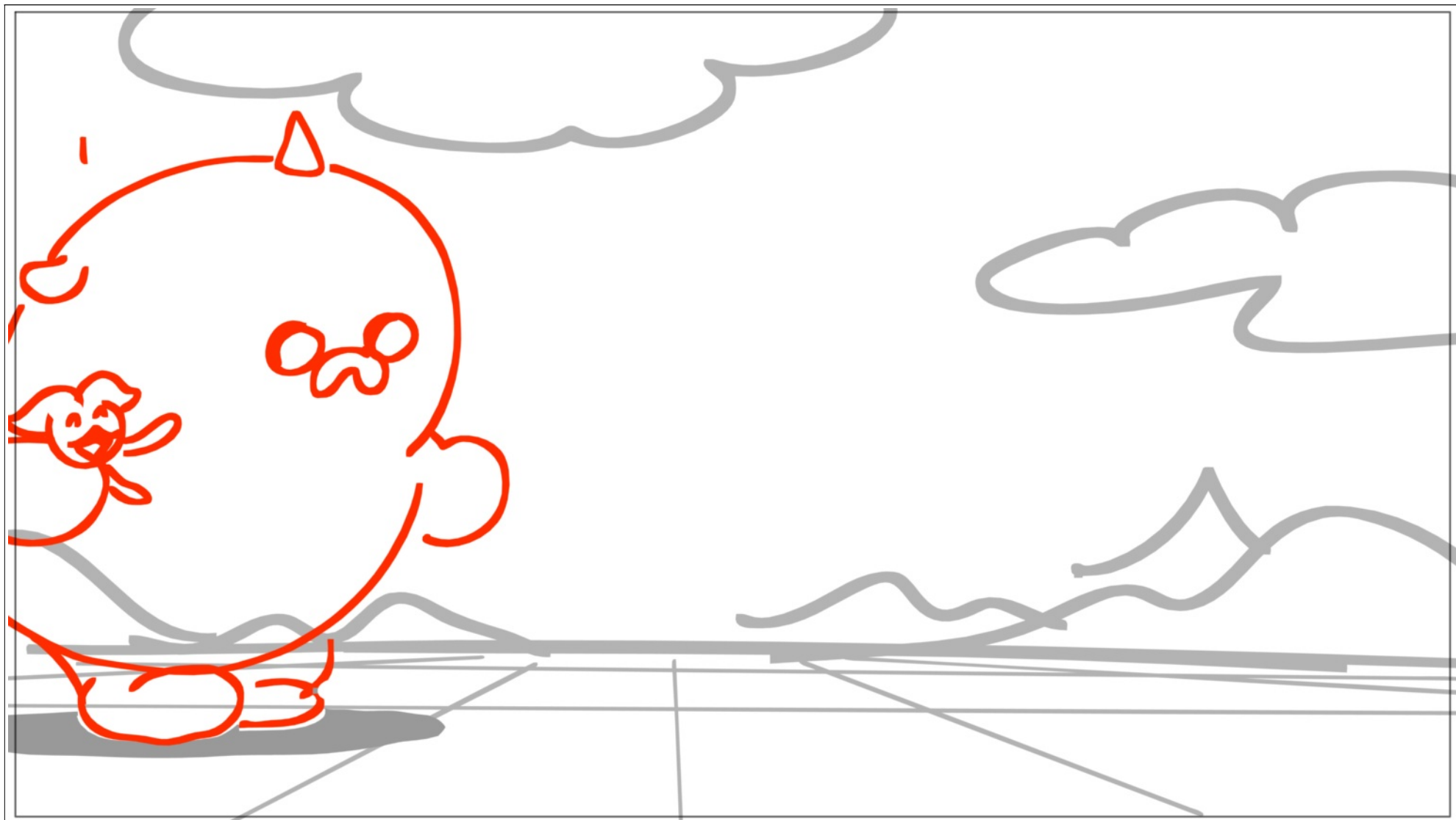


Dialog  
SHERMON: The book!!!

Scene	Duration	Panel	Duration
31	06:17	1	00:23

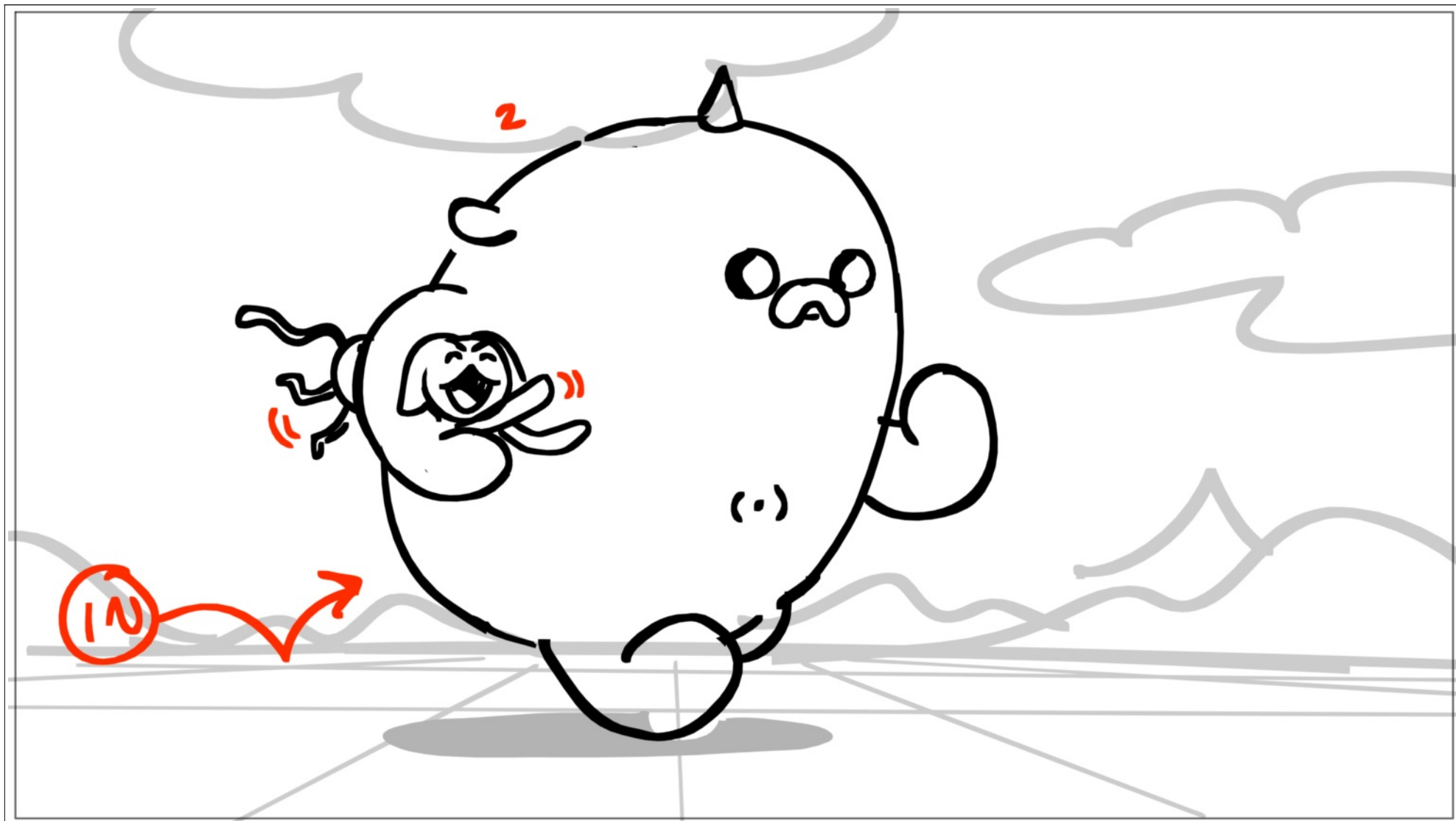


Scene	Duration	Panel	Duration
31	06:17	2	00:23





Scene	Duration	Panel	Duration
31	06:17	3	00:23

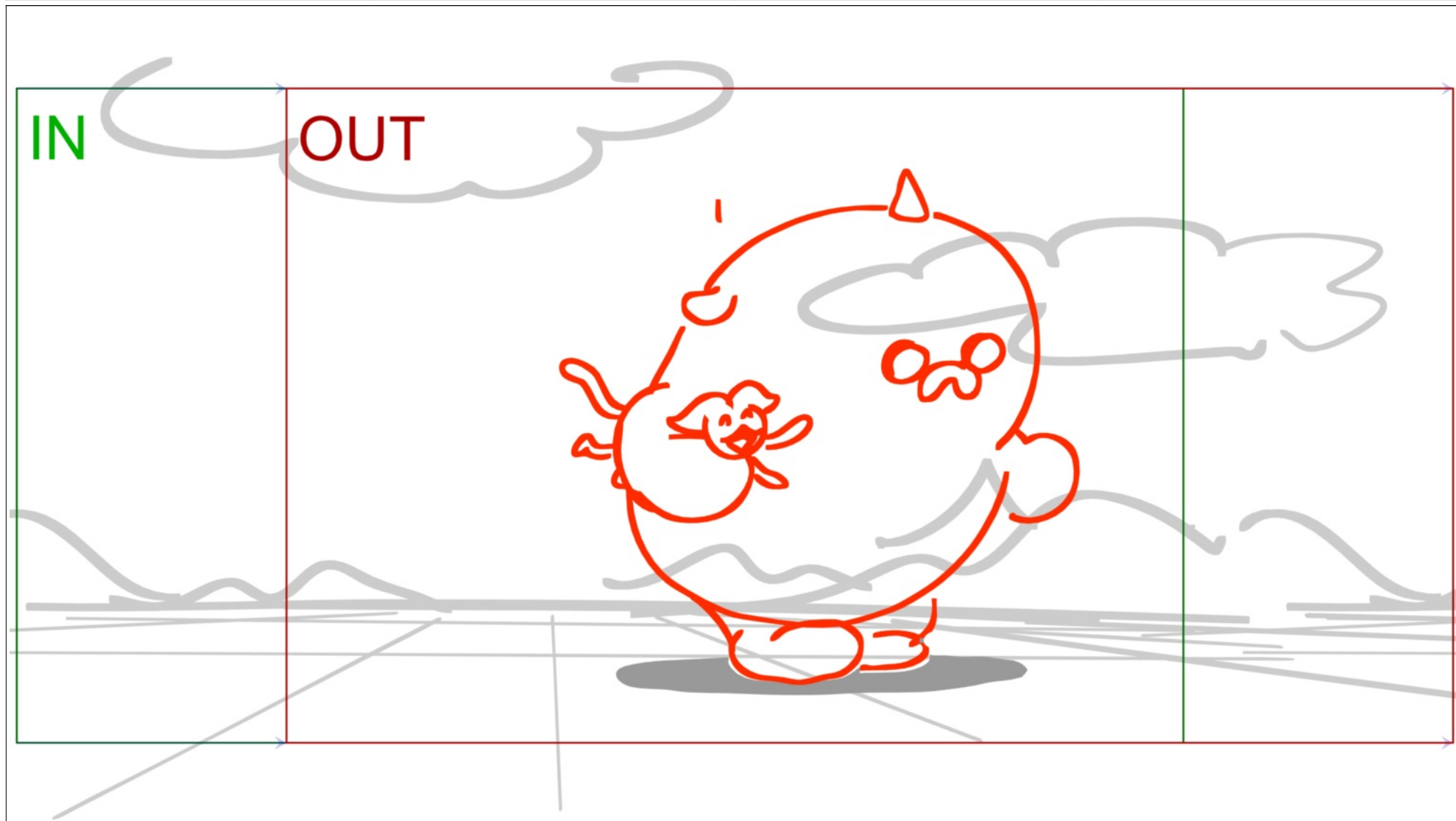


Dialog

SHERMON: I need to see --

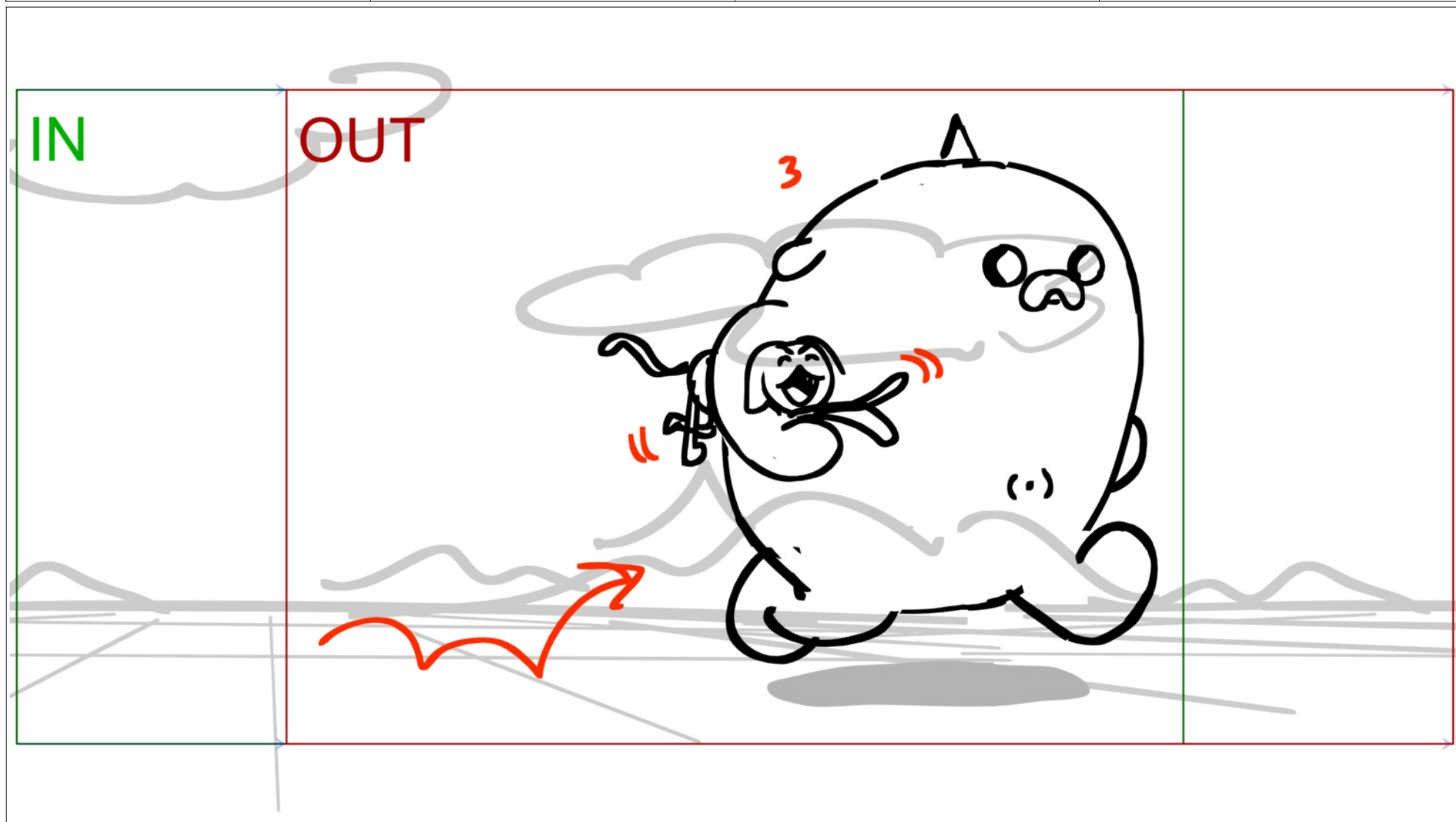


Scene	Duration	Panel	Duration
31	06:17	4	00:23



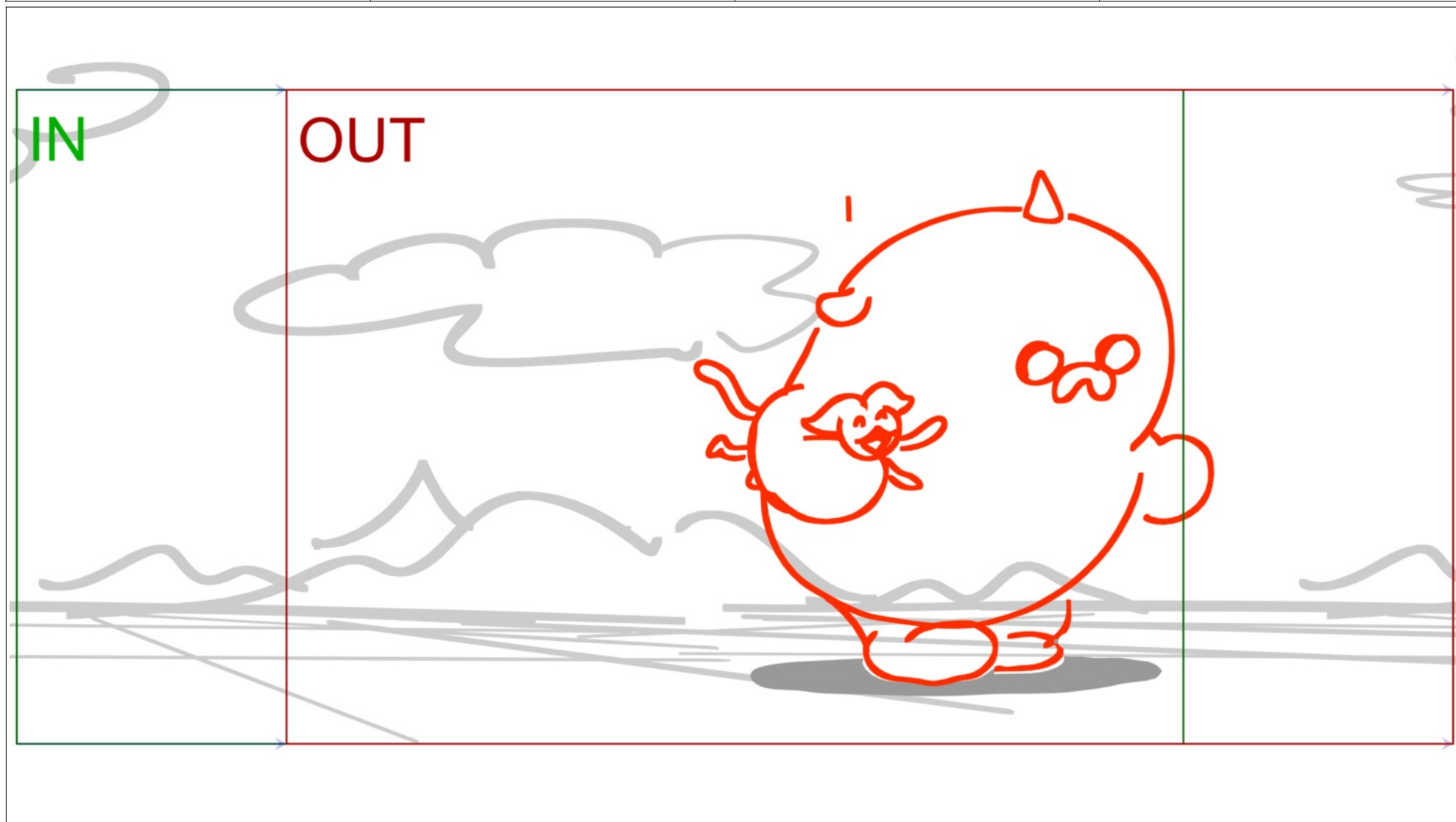
Dialog  
SHERMON: -- THE BOOK!!!

Scene	Duration	Panel	Duration
31	06:17	5	00:23

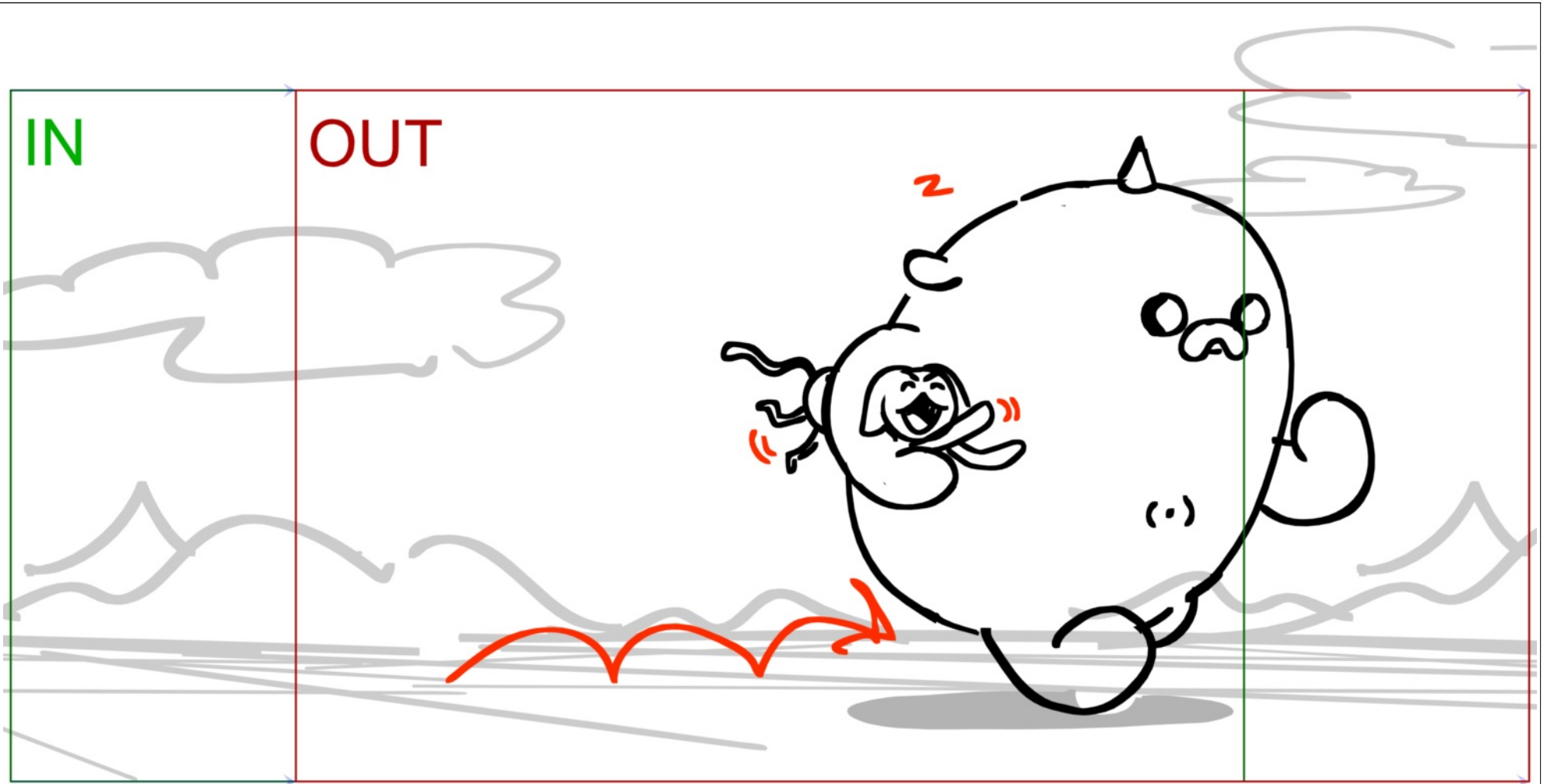


Dialog  
SHERMON: -- THE BOOK!!!

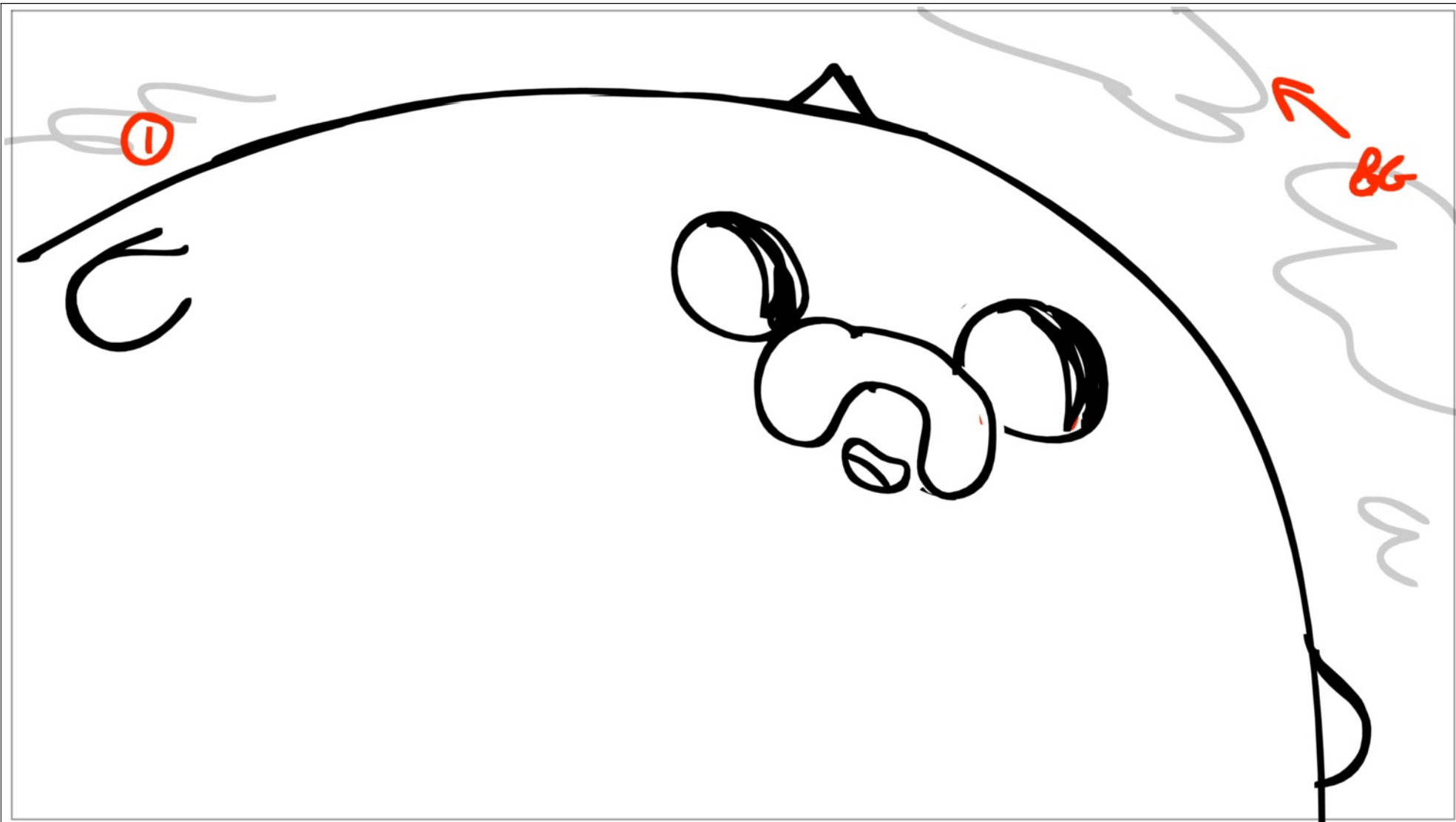
Scene	Duration	Panel	Duration
31	06:17	6	00:23



Scene	Duration	Panel	Duration
31	06:17	7	00:23



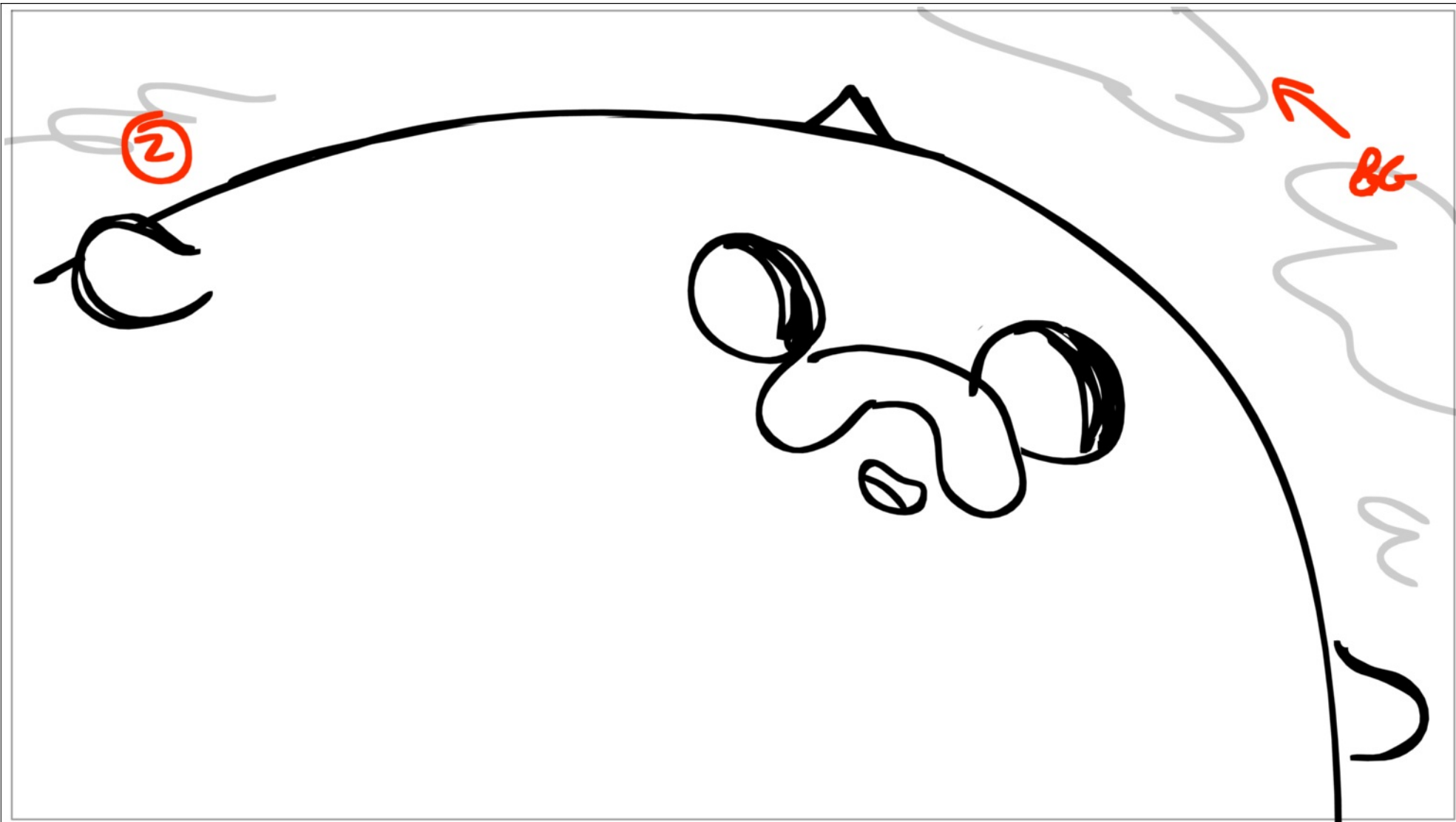
Scene	Duration	Panel	Duration
32	01:22	1	00:23



Dialog

BETH: Ha, we're almost to the ol' reading spot.

Scene	Duration	Panel	Duration
32	01:22	2	00:23



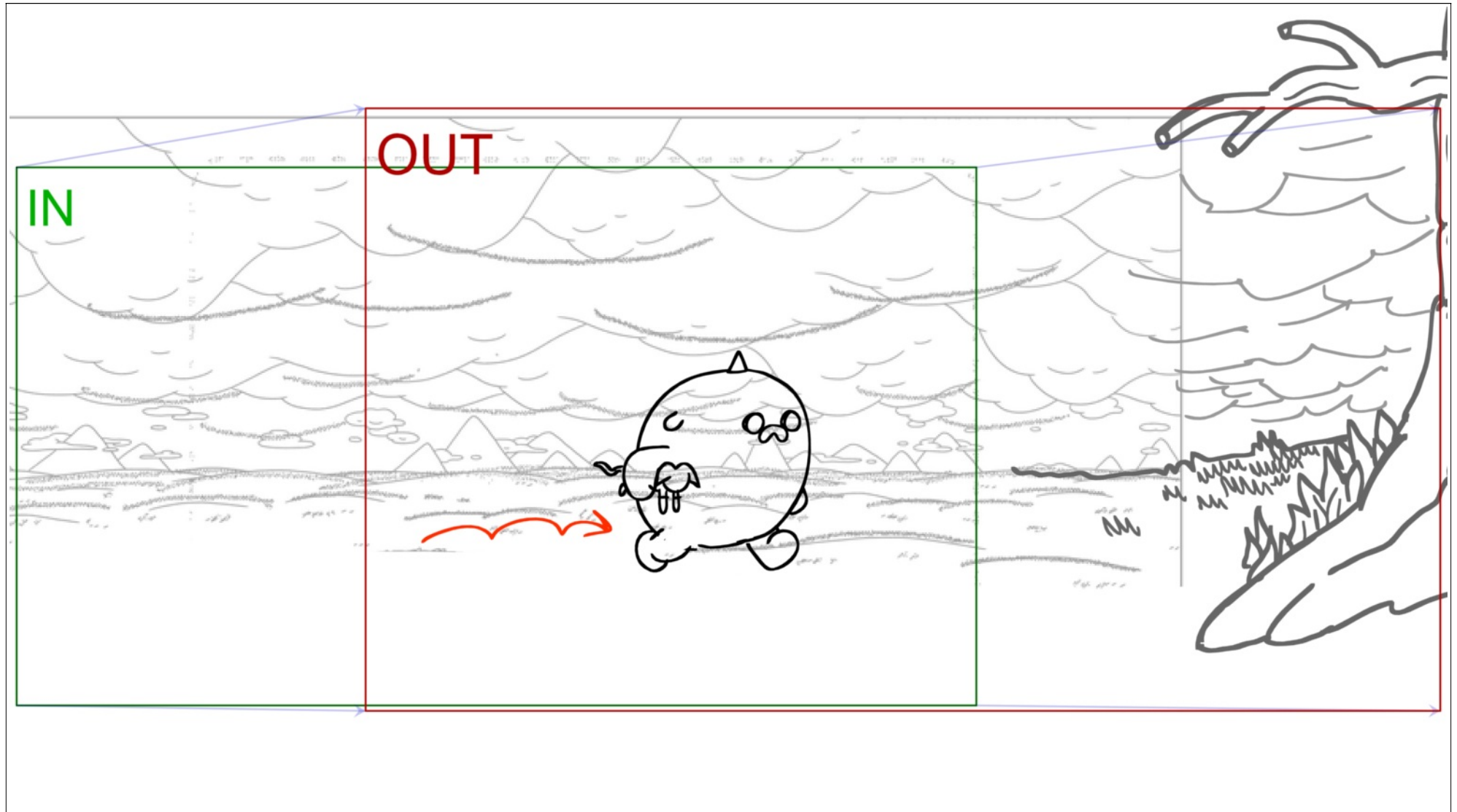
Dialog

BETH: Ha, we're almost to the ol' reading spot.

Scene	Duration	Panel	Duration
33	07:16	1	00:23

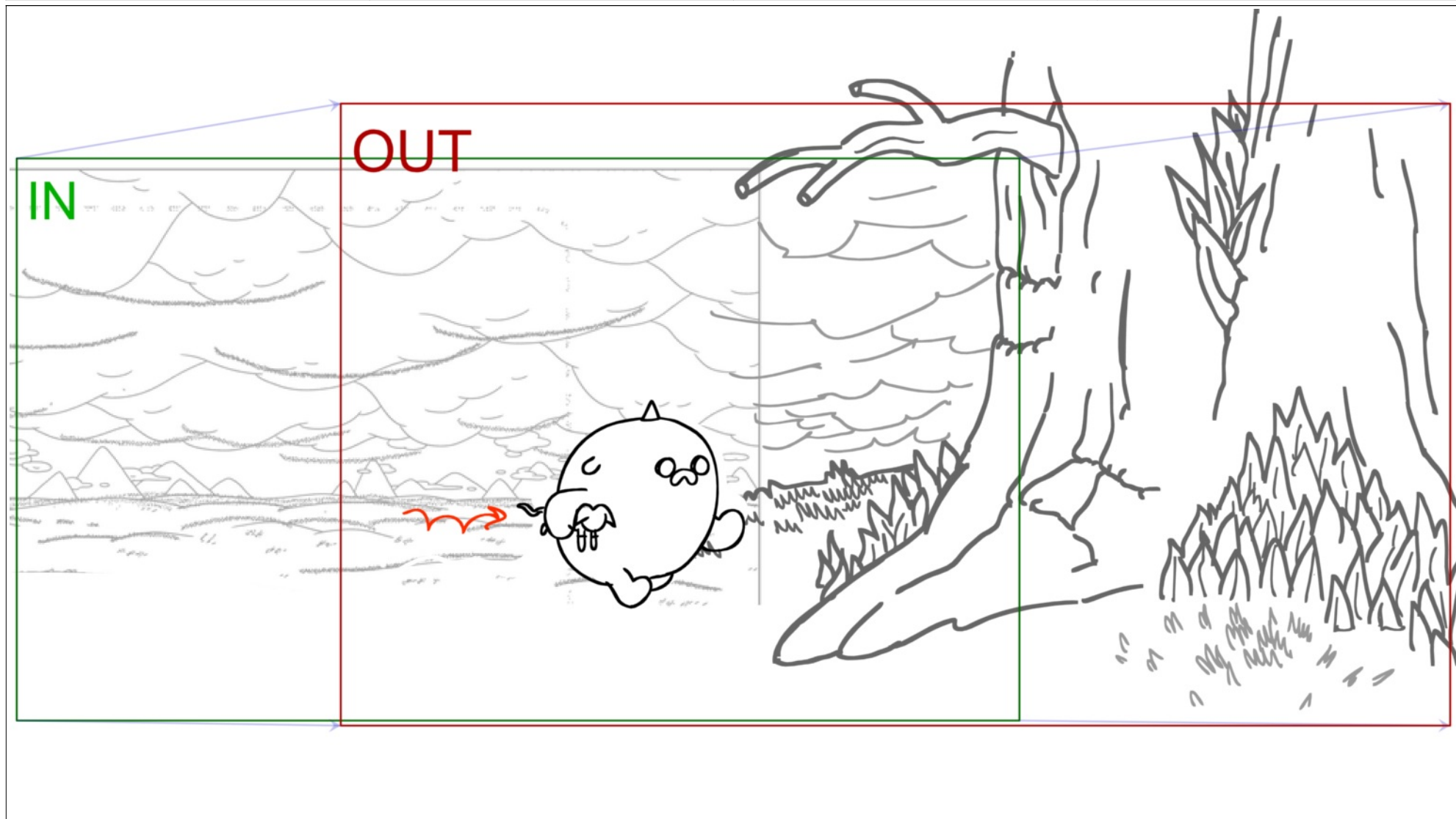


Scene	Duration	Panel	Duration
33	07:16	2	00:23





Scene	Duration	Panel	Duration
33	07:16	3	00:23



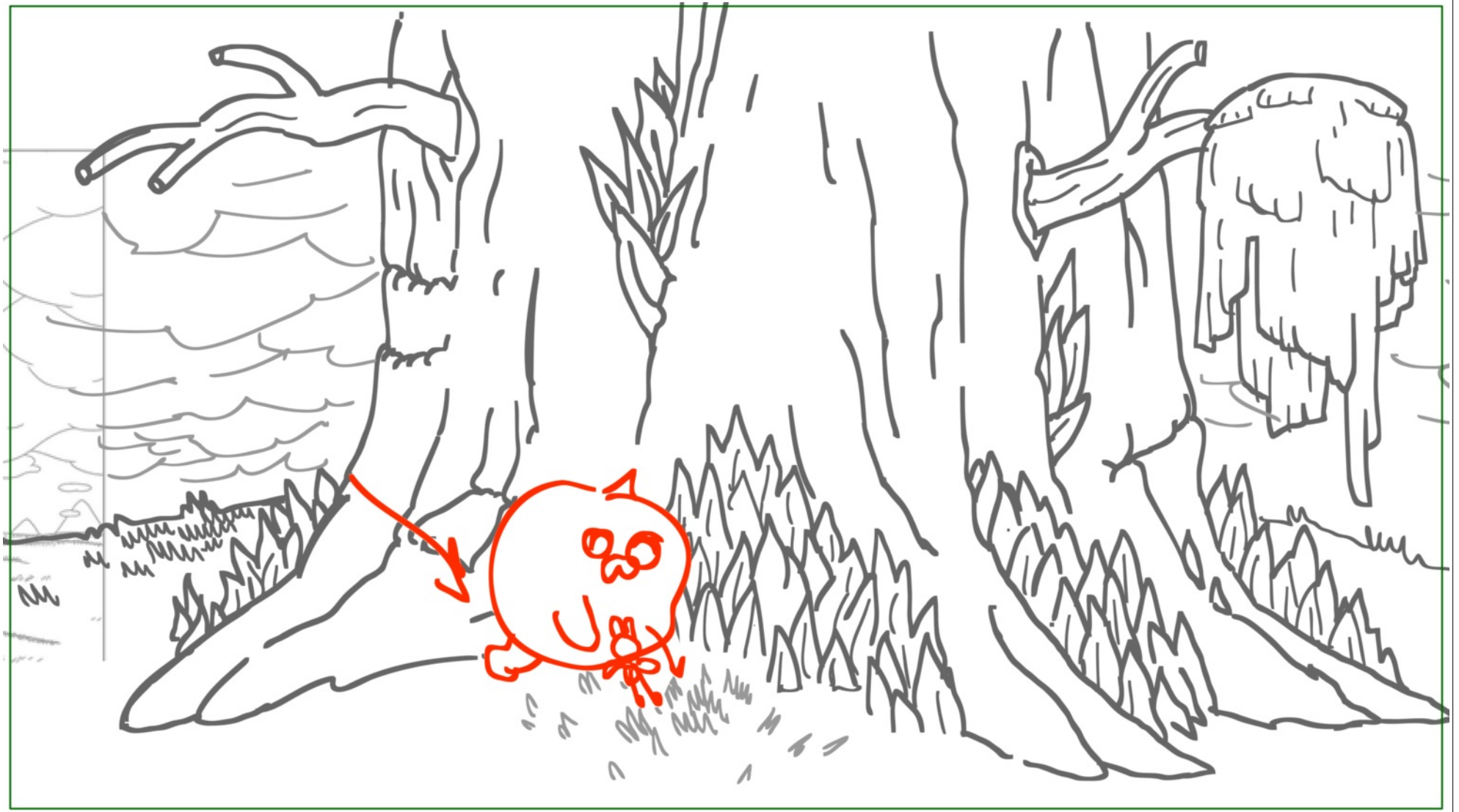
Scene	Duration	Panel	Duration
33	07:16	4	00:23



Scene	Duration	Panel	Duration
33	07:16	5	00:23



Scene	Duration	Panel	Duration
33	07:16	6	00:23

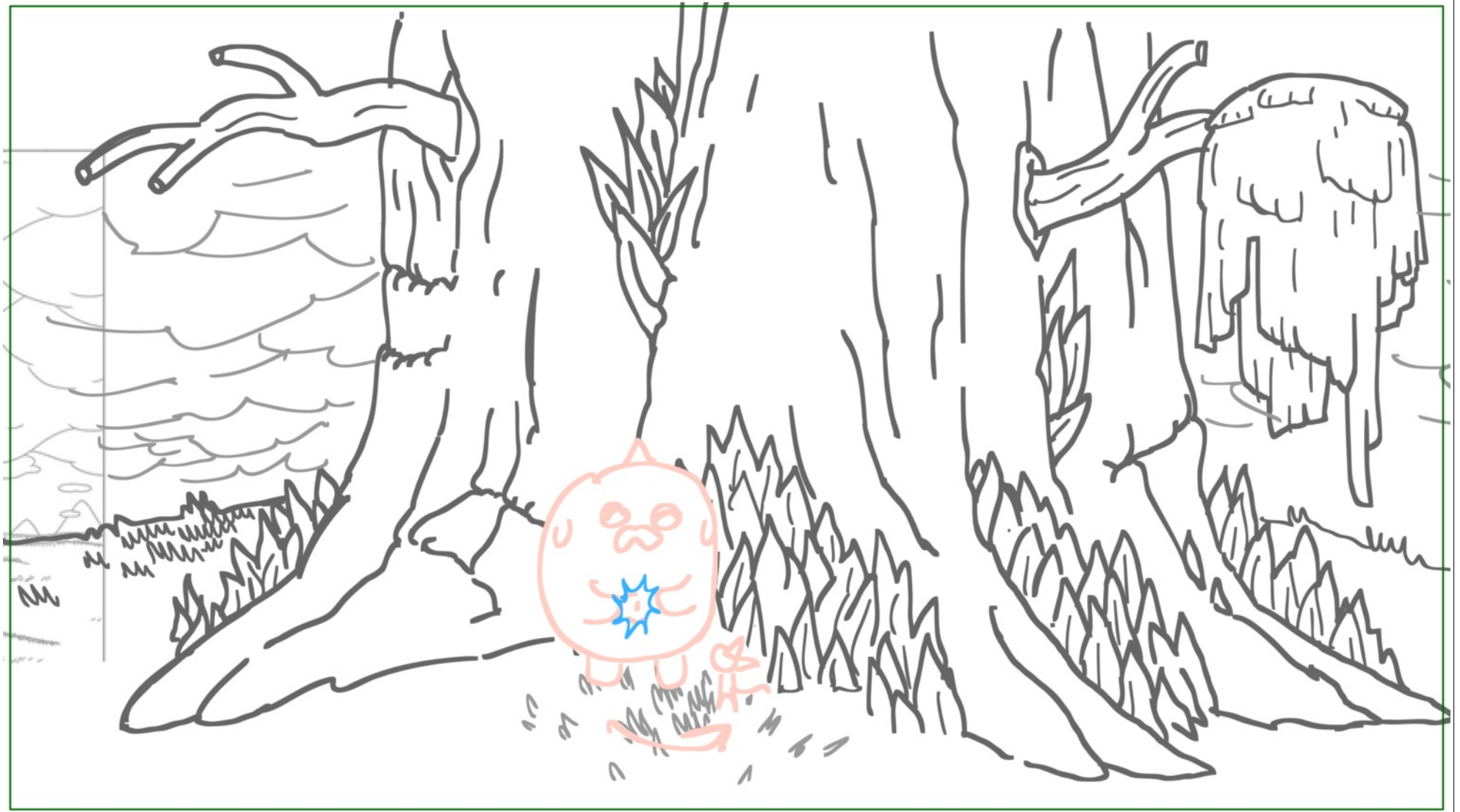




Scene	Duration	Panel	Duration
33	07:16	7	00:23



Scene	Duration	Panel	Duration
33	07:16	8	00:23



Scene	Duration	Panel	Duration
34	03:20	1	00:23

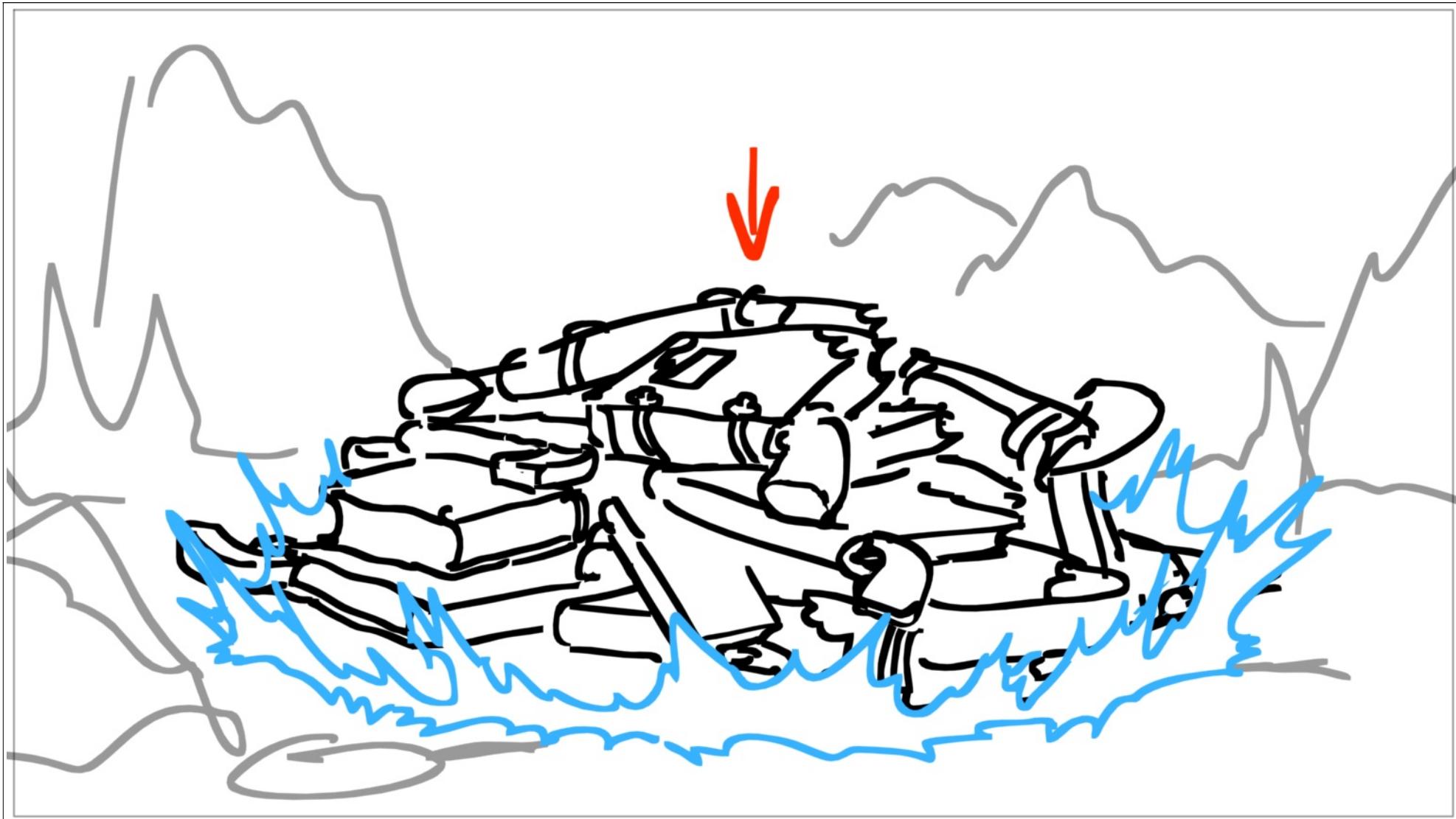


Scene	Duration	Panel	Duration
34	03:20	2	00:23





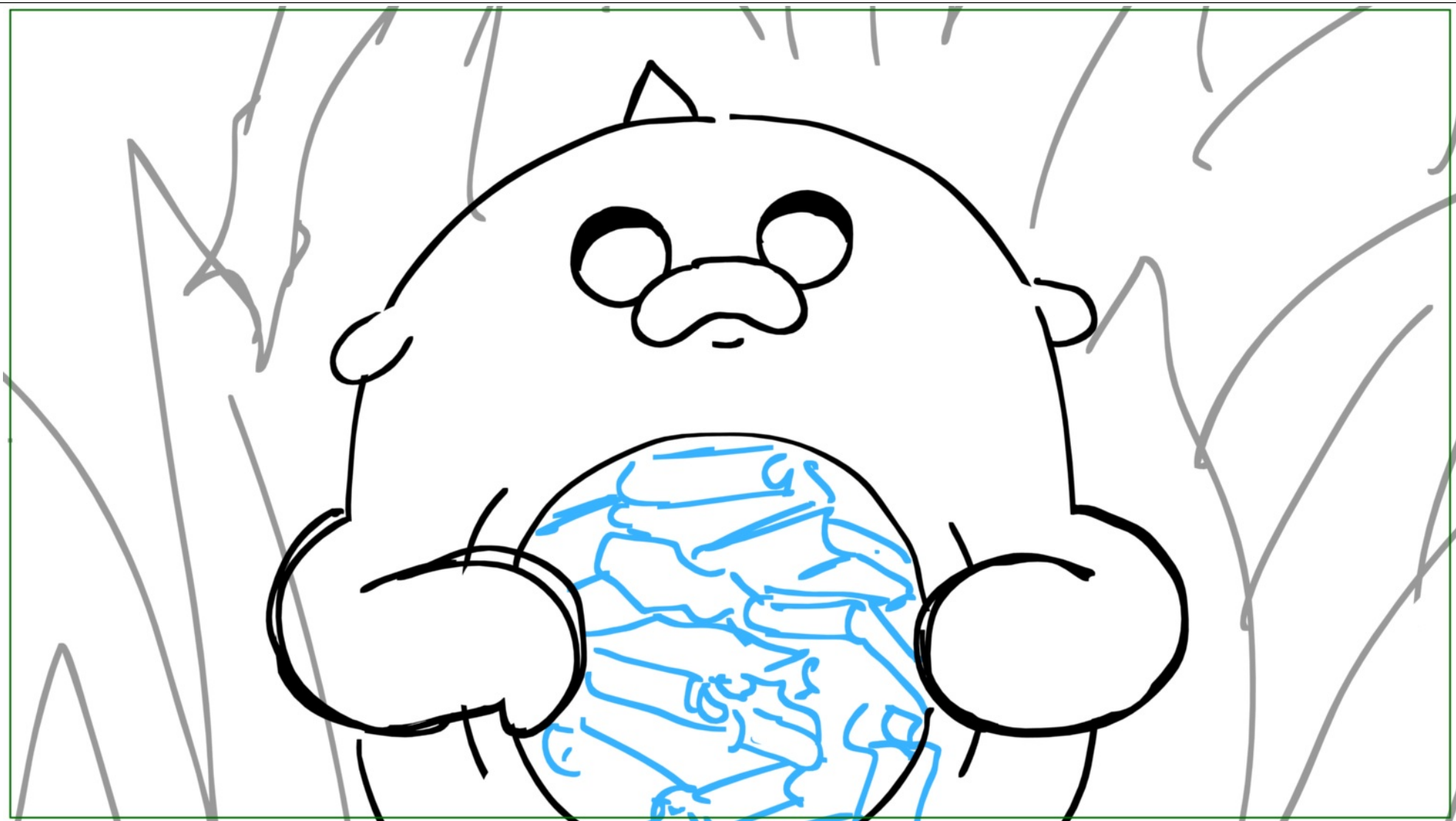
Scene	Duration	Panel	Duration
34	03:20	3	00:23



Scene	Duration	Panel	Duration
34	03:20	4	00:23



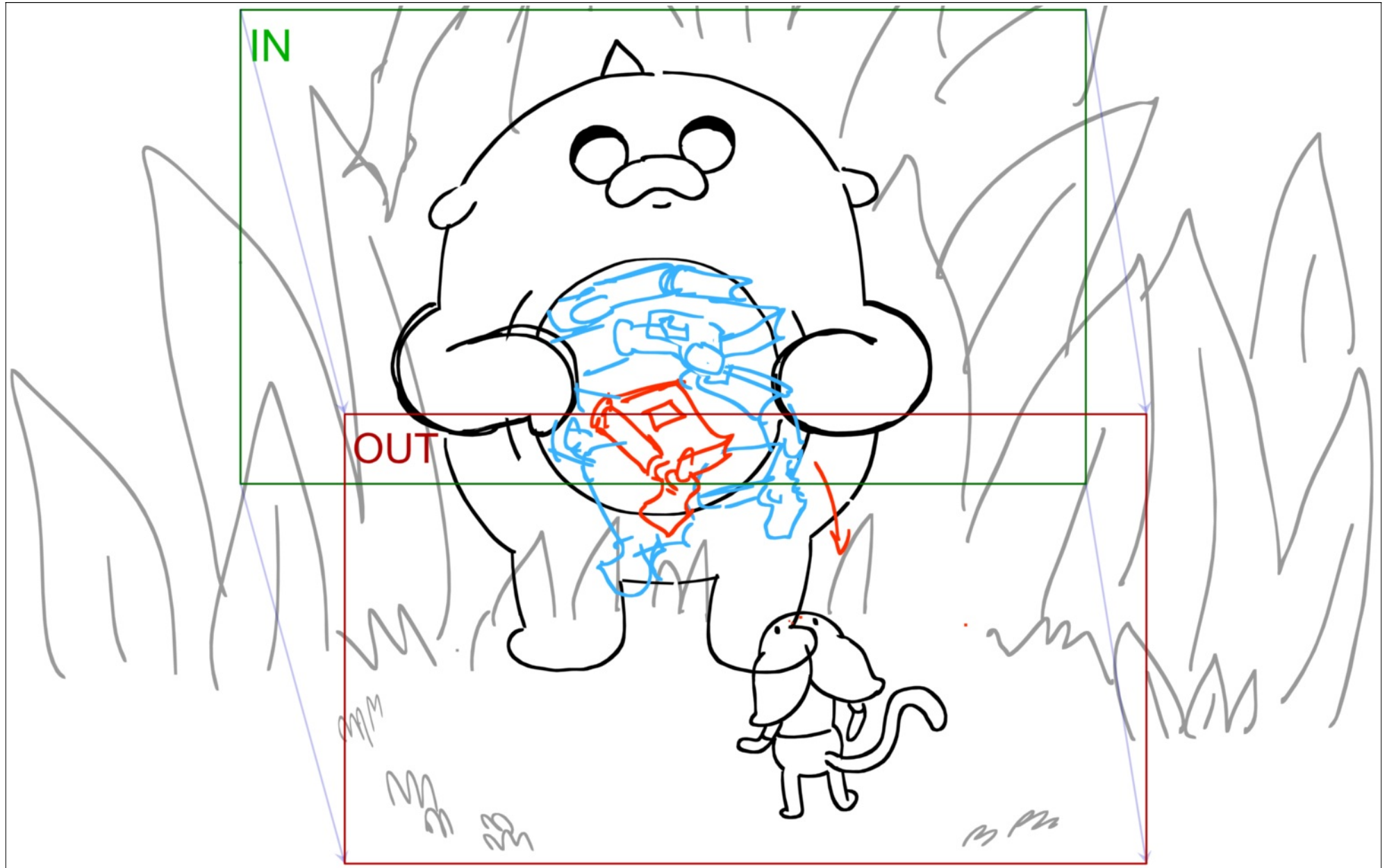
Scene	Duration	Panel	Duration
35	04:18	1	00:23



Dialog

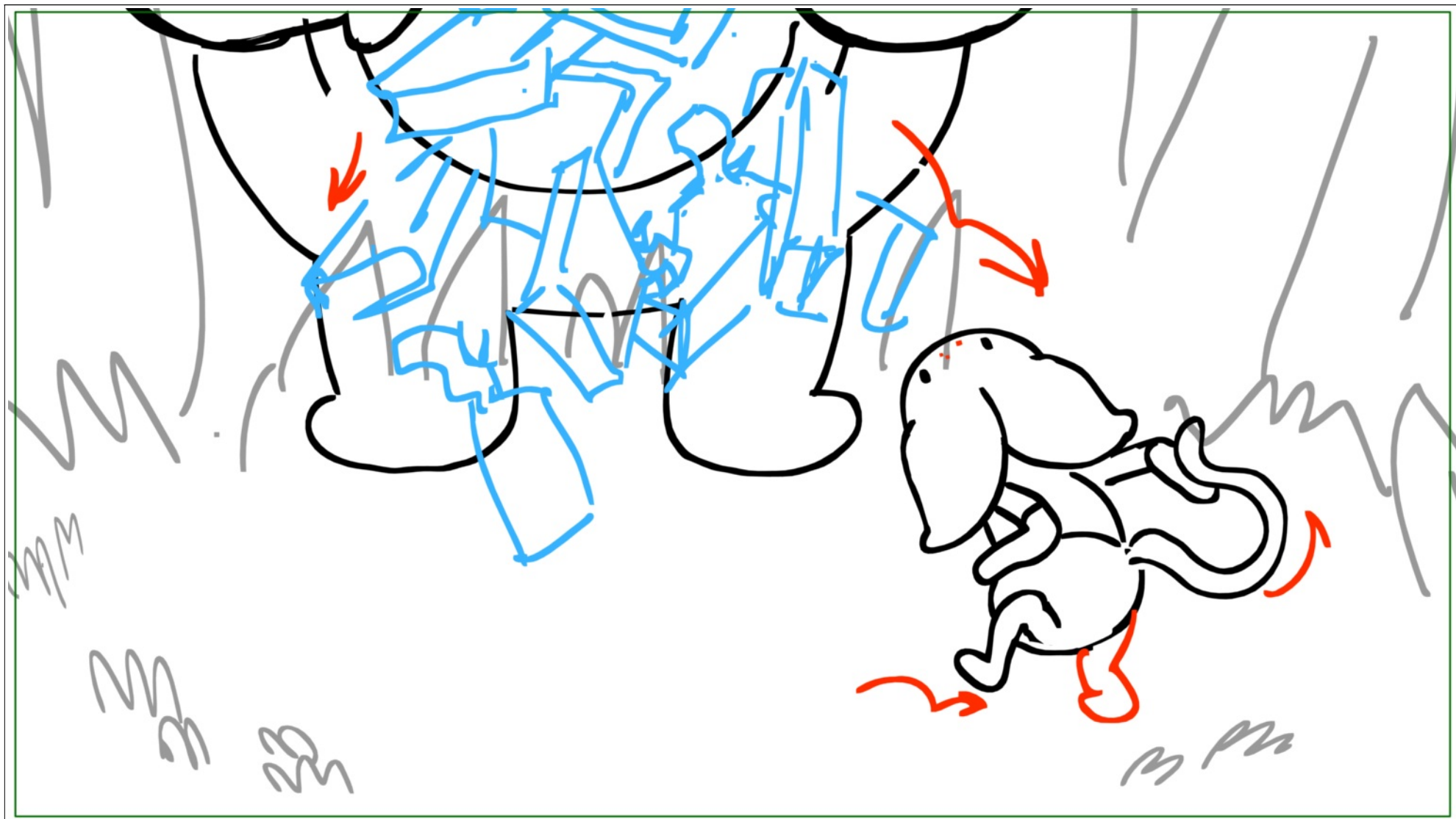
sfx: [bwom]

Scene	Duration	Panel	Duration
35	04:18	2	00:23

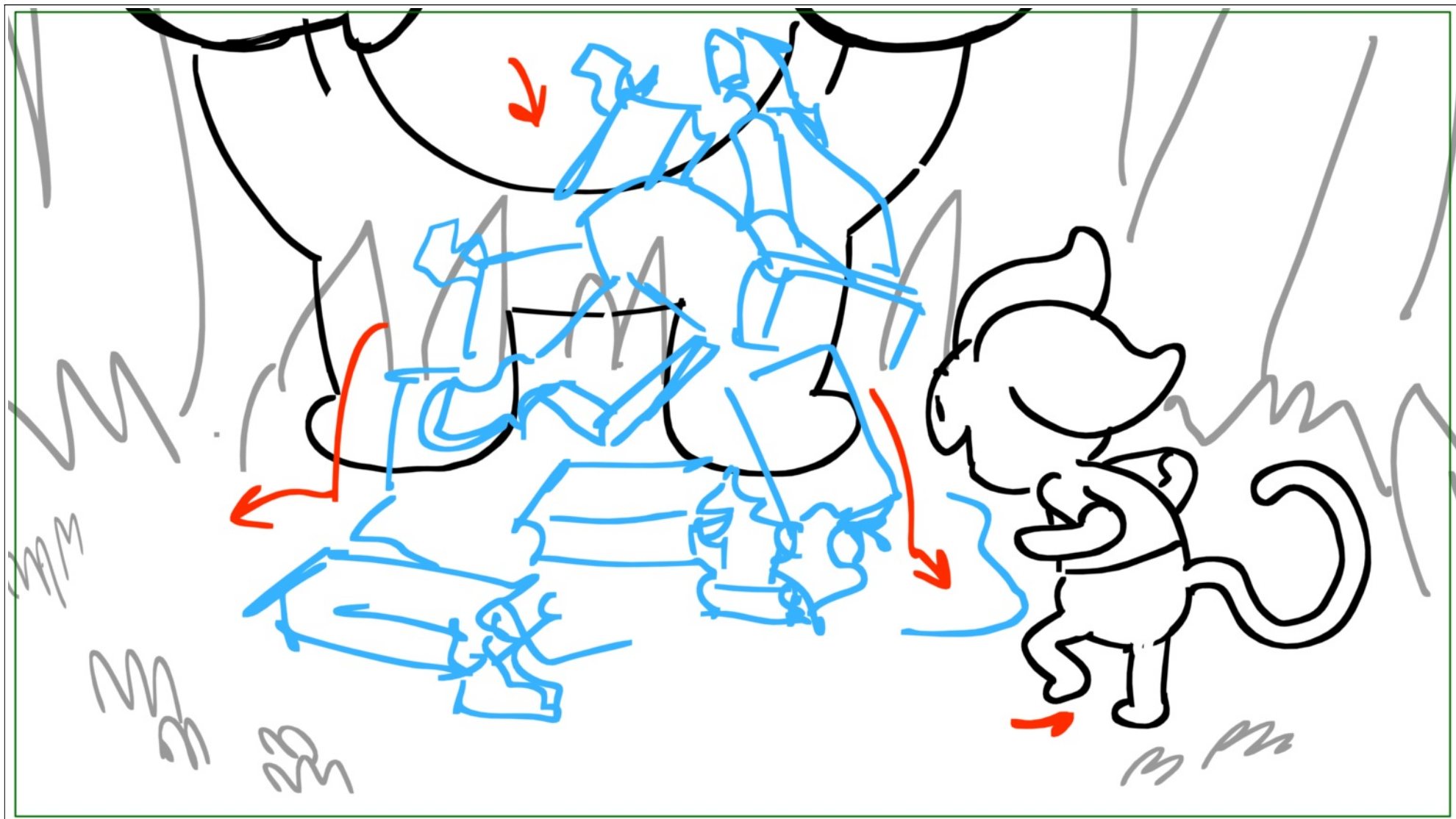




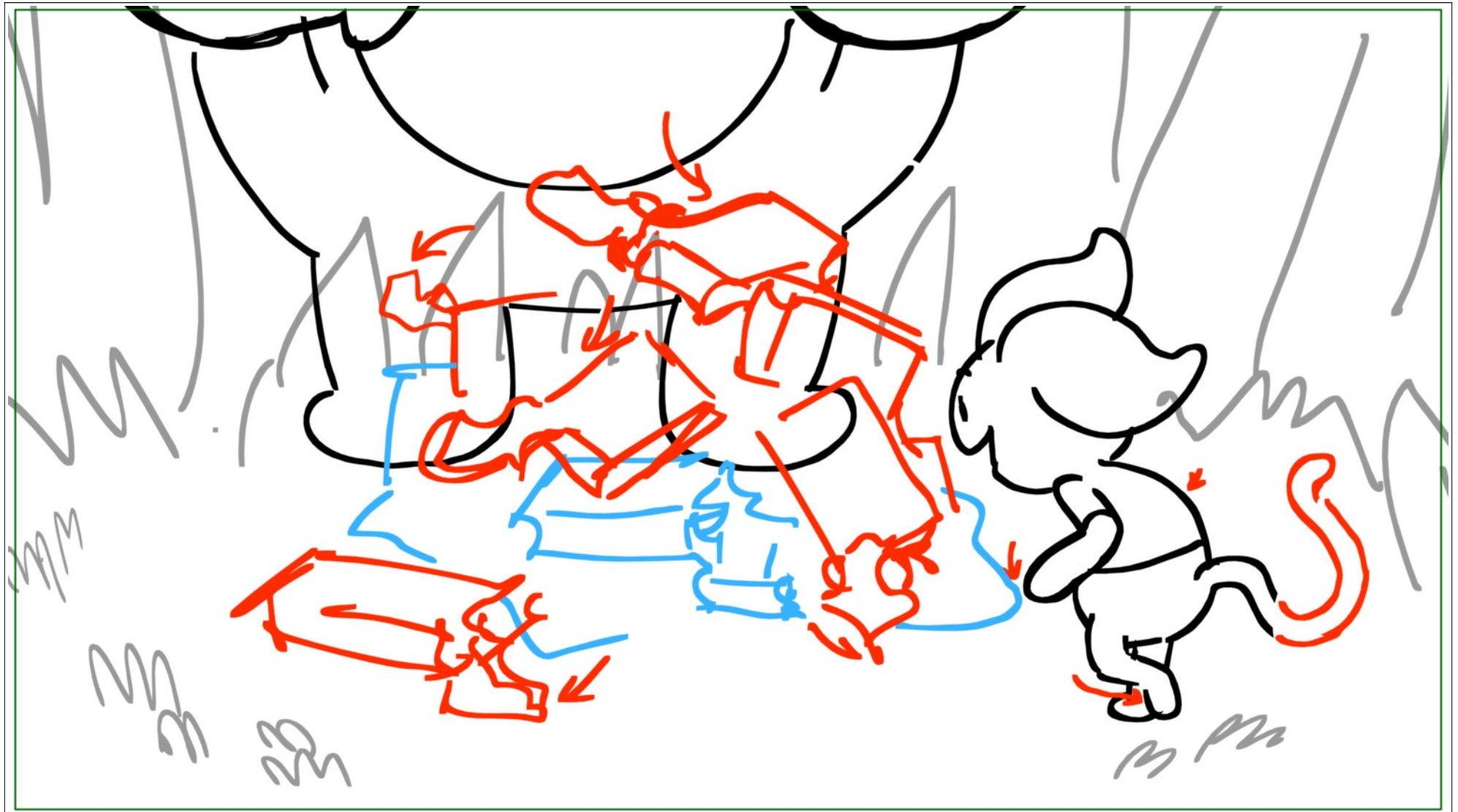
Scene	Duration	Panel	Duration
35	04:18	3	00:22



Scene	Duration	Panel	Duration
35	04:18	4	00:23



Scene	Duration	Panel	Duration
35	04:18	5	00:23



Scene	Duration	Panel	Duration
36	09:13	1	00:23

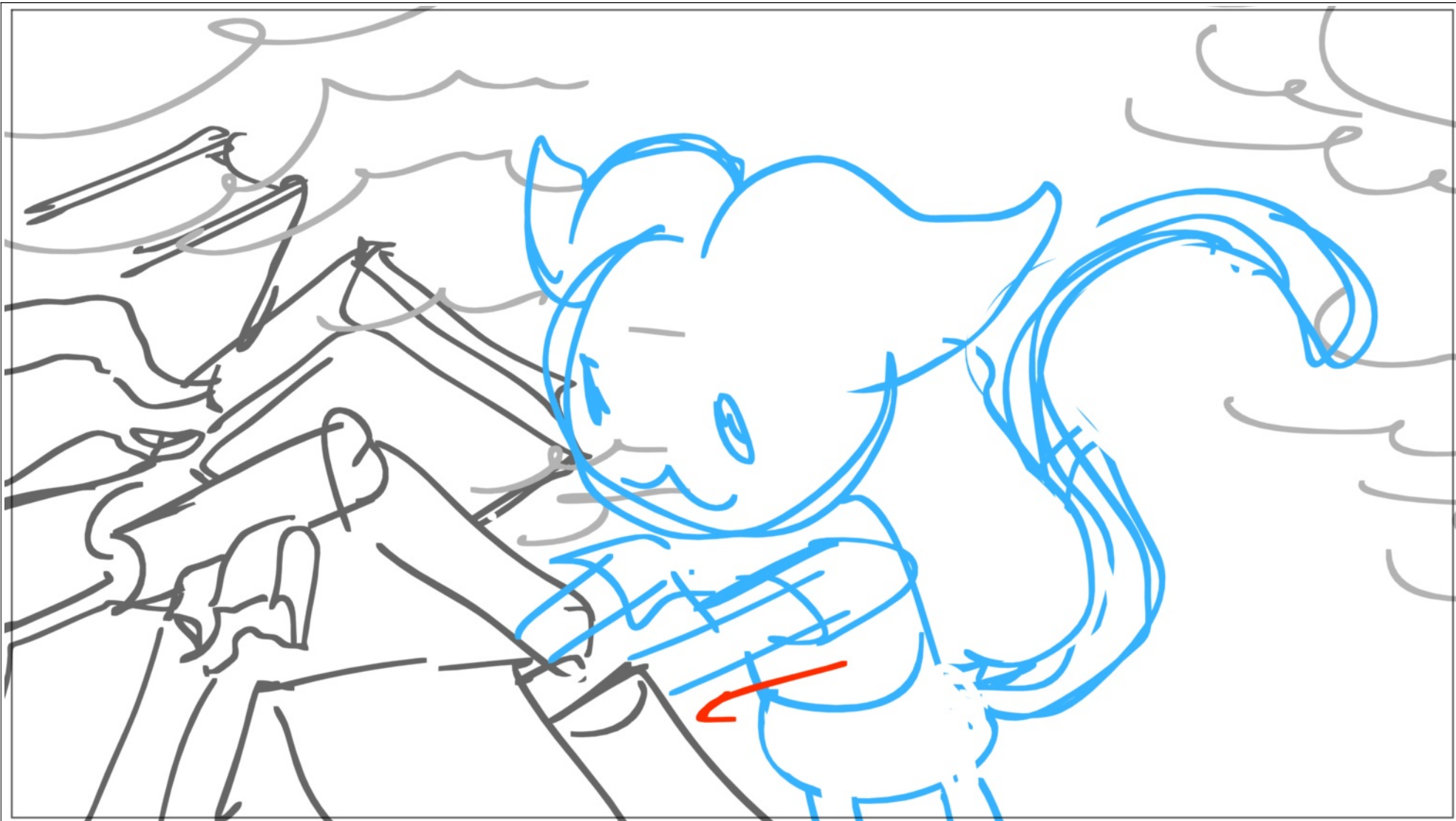




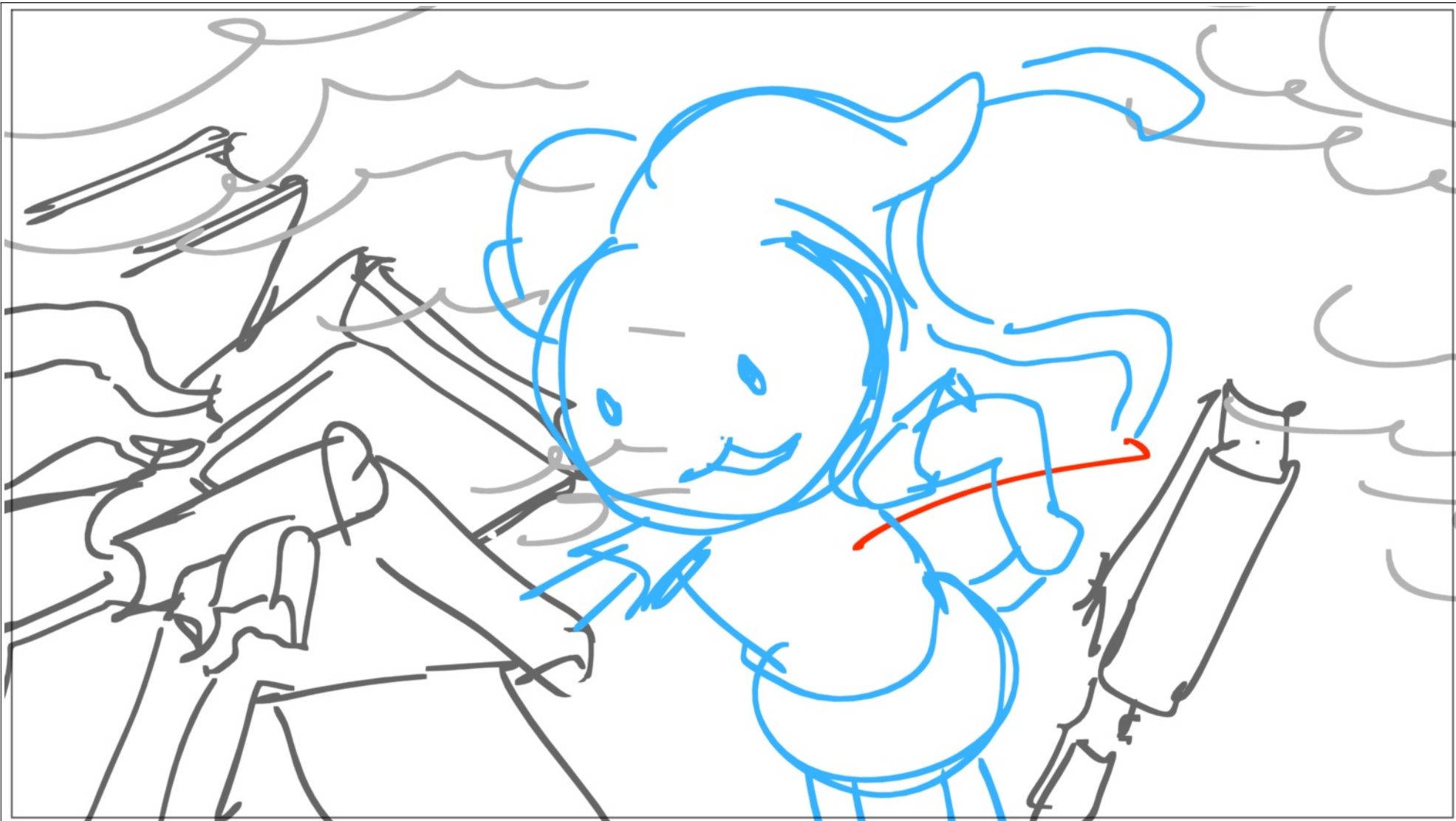
Scene	Duration	Panel	Duration
36	09:13	2	00:23



Scene	Duration	Panel	Duration
36	09:13	3	00:22



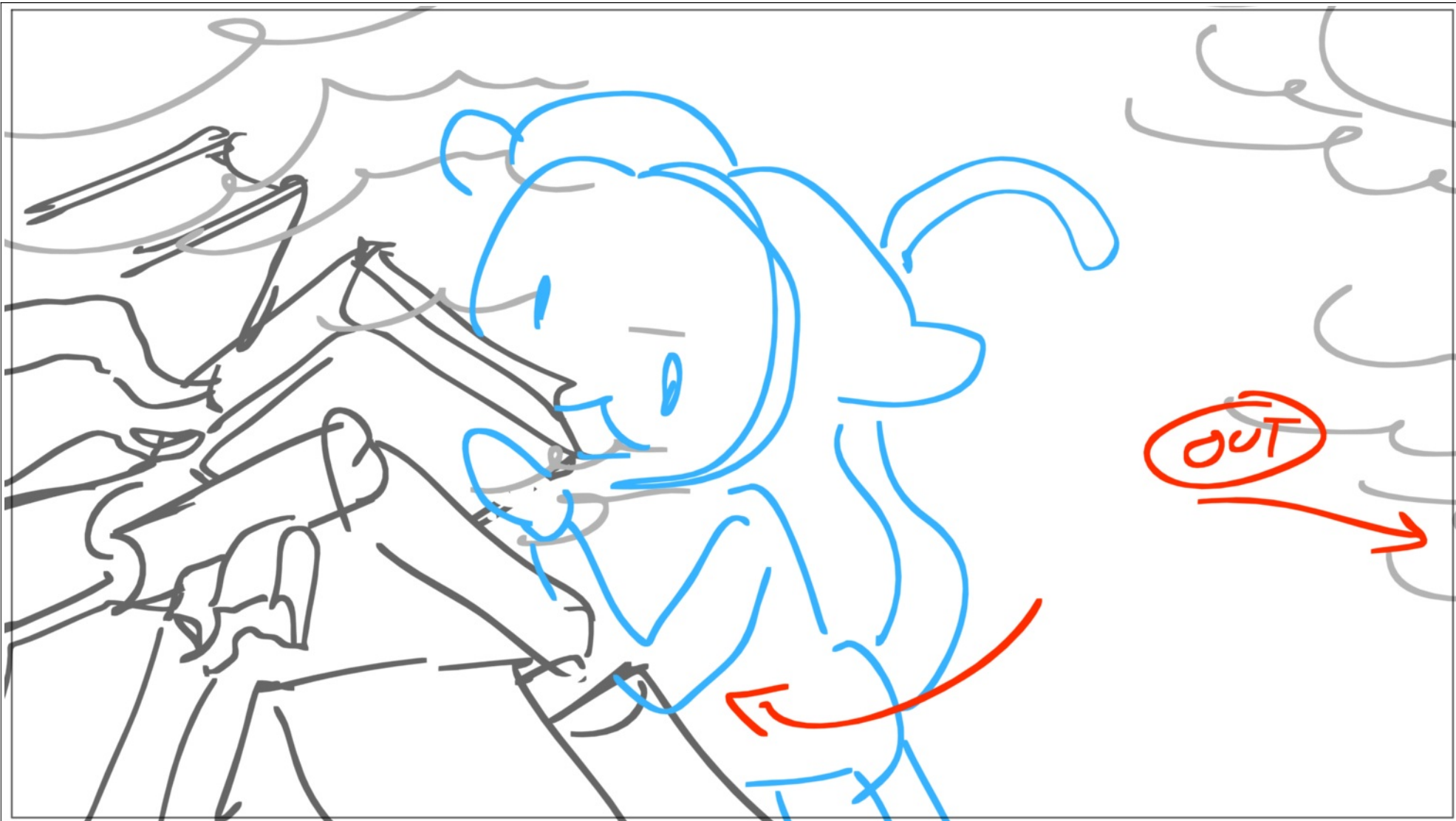
Scene	Duration	Panel	Duration
36	09:13	4	00:23



Dialog

B: (o/s) Which one's got you so worked up?

Scene	Duration	Panel	Duration
36	09:13	5	00:23

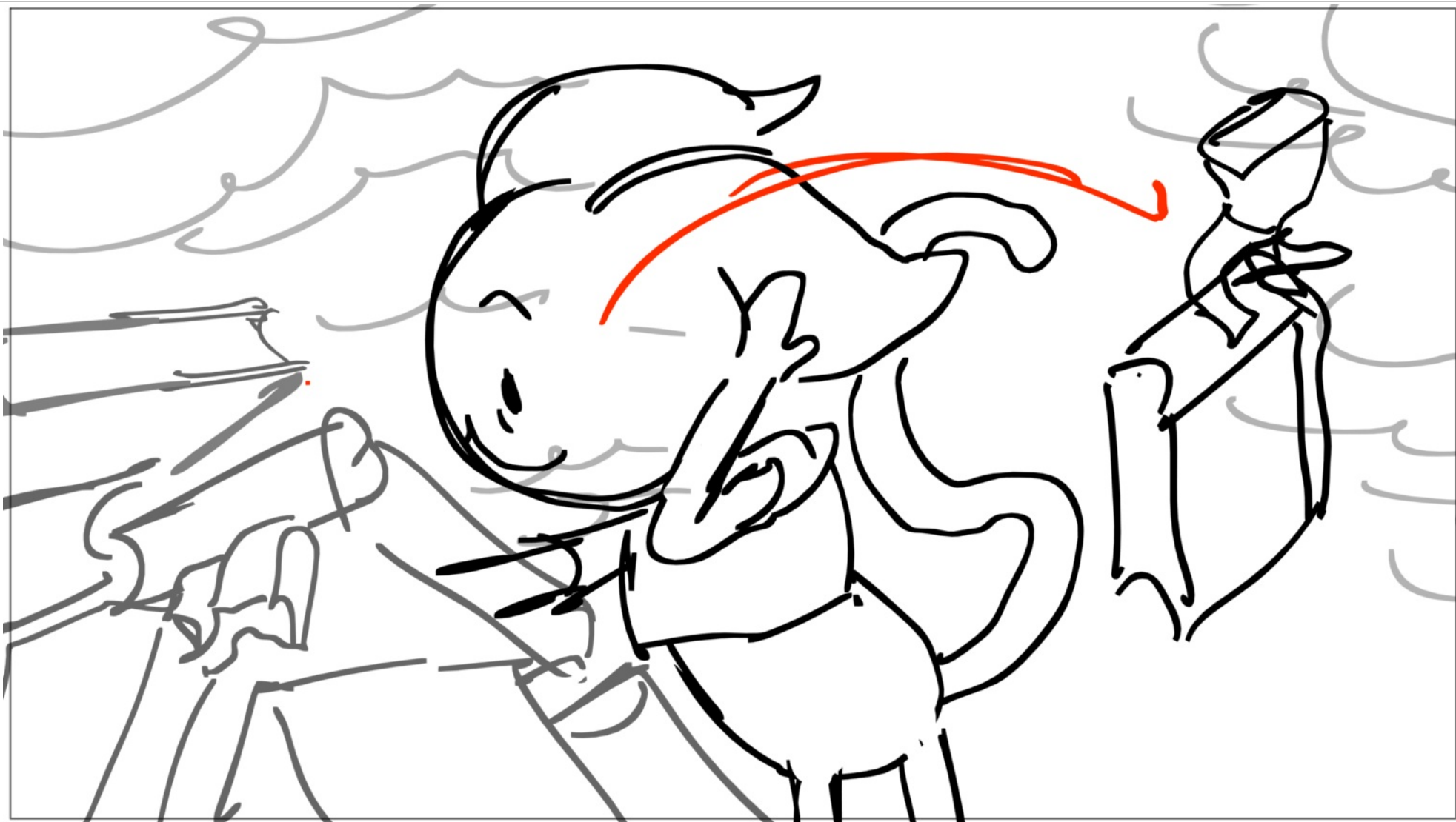


Dialog

B: (o/s) Which one's got you so worked up?



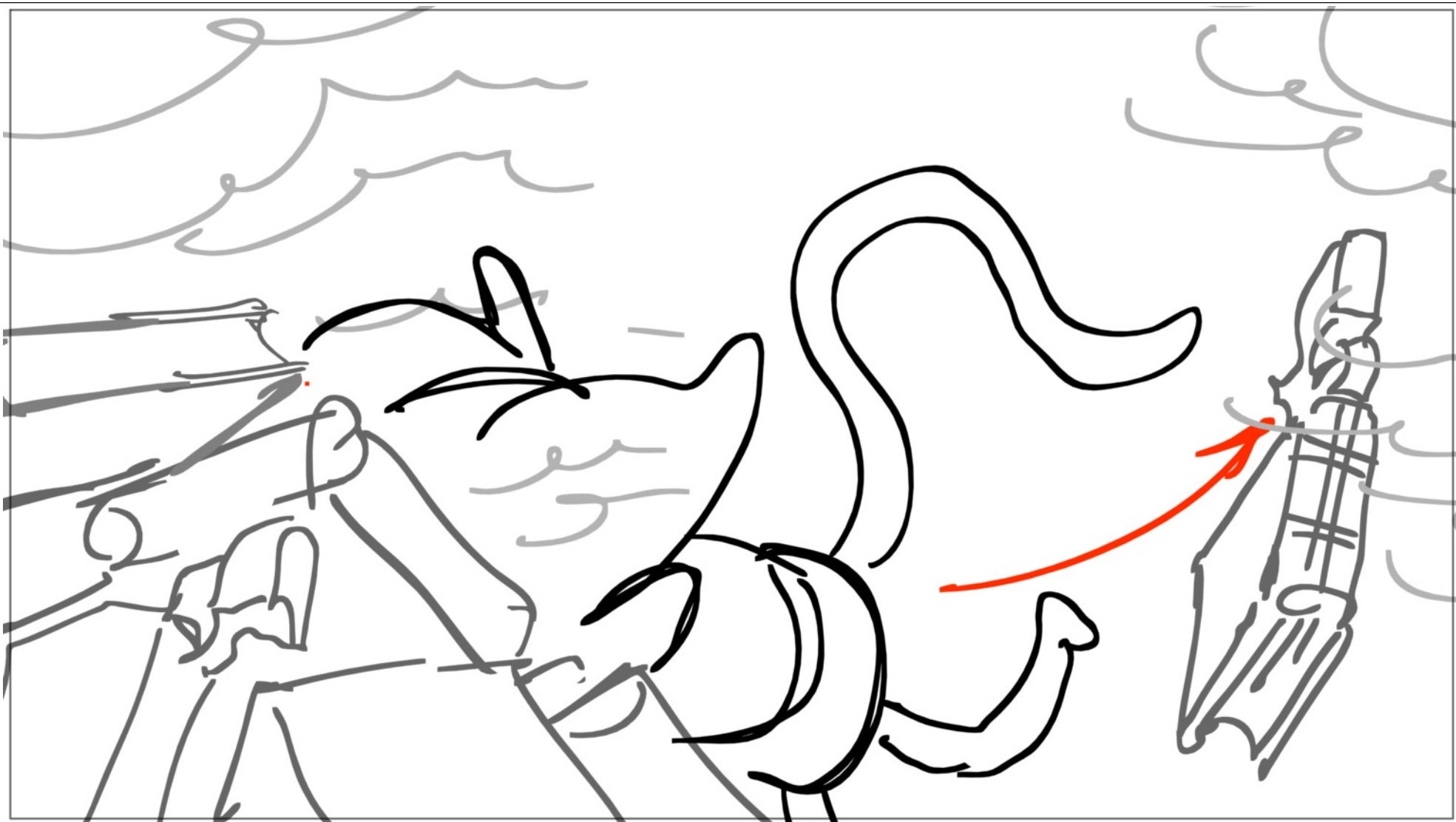
Scene	Duration	Panel	Duration
36	09:13	6	00:23



Dialog

B: (o/s) Which one's got you so worked up?

Scene	Duration	Panel	Duration
36	09:13	7	00:23



Dialog

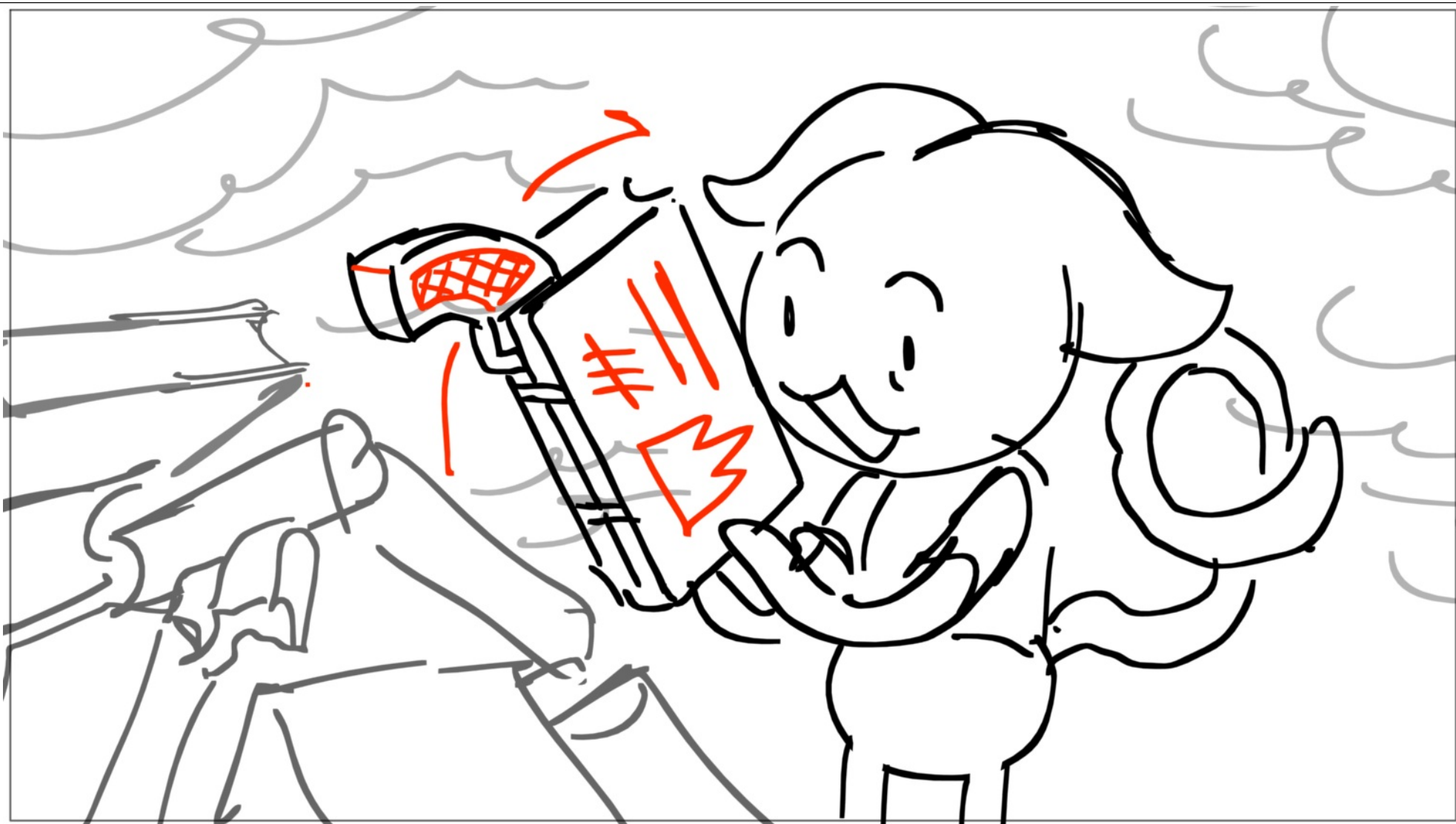
B: (o/s) Which one's got you so worked up?

Scene	Duration	Panel	Duration
36	09:13	8	00:23



Action Notes  
SHERMY antic

Scene	Duration	Panel	Duration
36	09:13	9	00:23



Dialog  
S: Ahh!



Scene	Duration	Panel	Duration
36	09:13	10	00:23



Action Notes

S holds book up towards BETH

Scene	Duration	Panel	Duration
37	03:22	1	00:23



Dialog

BETH: "ANCIENT ARTIFACTS" --

Scene	Duration	Panel	Duration
37	03:22	2	00:23



Dialog  
BETH: written by...

Scene	Duration	Panel	Duration
37	03:22	3	00:23



Dialog

BETH: written by...

Scene	Duration	Panel	Duration
37	03:22	4	01:01



Dialog

BETH: I can't read the author's name.

Scene	Duration	Panel	Duration
38	07:16	1	00:23



Dialog  
S: What luck --



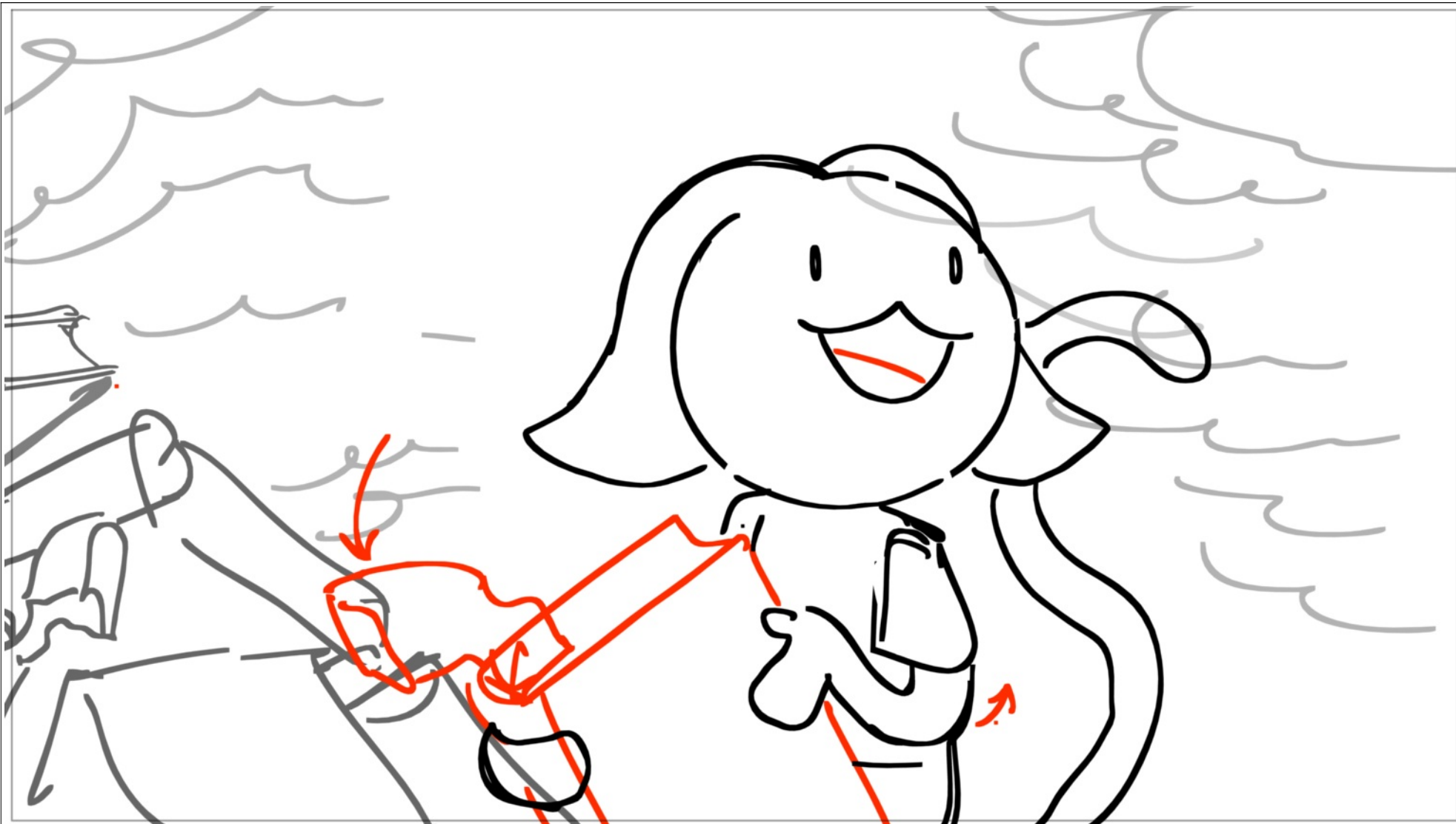
Scene	Duration	Panel	Duration
38	07:16	2	00:23



Dialog

S: This world's Simon Petrikov wrote a history of the crown, too!

Scene	Duration	Panel	Duration
38	07:16	3	00:23



Dialog

S: The invisible forces of the..



Scene	Duration	Panel	Duration
38	07:16	4	00:23



Dialog  
S: The invisible forces of the..

Scene	Duration	Panel	Duration
38	07:16	5	00:23



Dialog

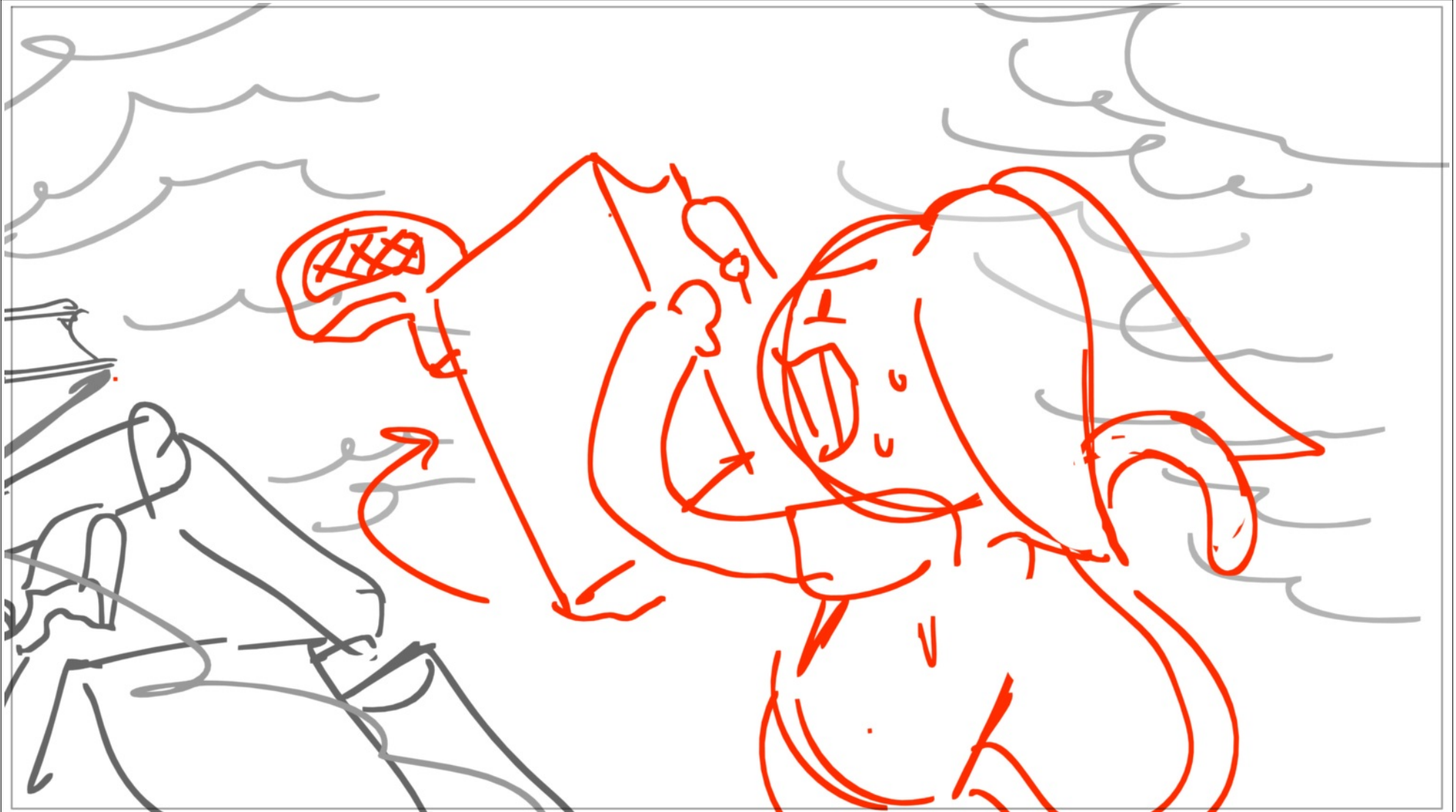
S: [straining] universe ...

Scene	Duration	Panel	Duration
38	07:16	6	00:23



Dialog  
S: [straining] must have wanted...

Scene	Duration	Panel	Duration
38	07:16	7	00:23



Dialog  
S: [straining]



Scene	Duration	Panel	Duration
38	07:16	8	00:23



Dialog  
S: [straining]

Scene	Duration	Panel	Duration
39	01:22	1	00:23



Dialog

S: (o/s) [straining] me to find this...

Scene	Duration	Panel	Duration
39	01:22	2	00:23



Dialog

B: That's not how you --

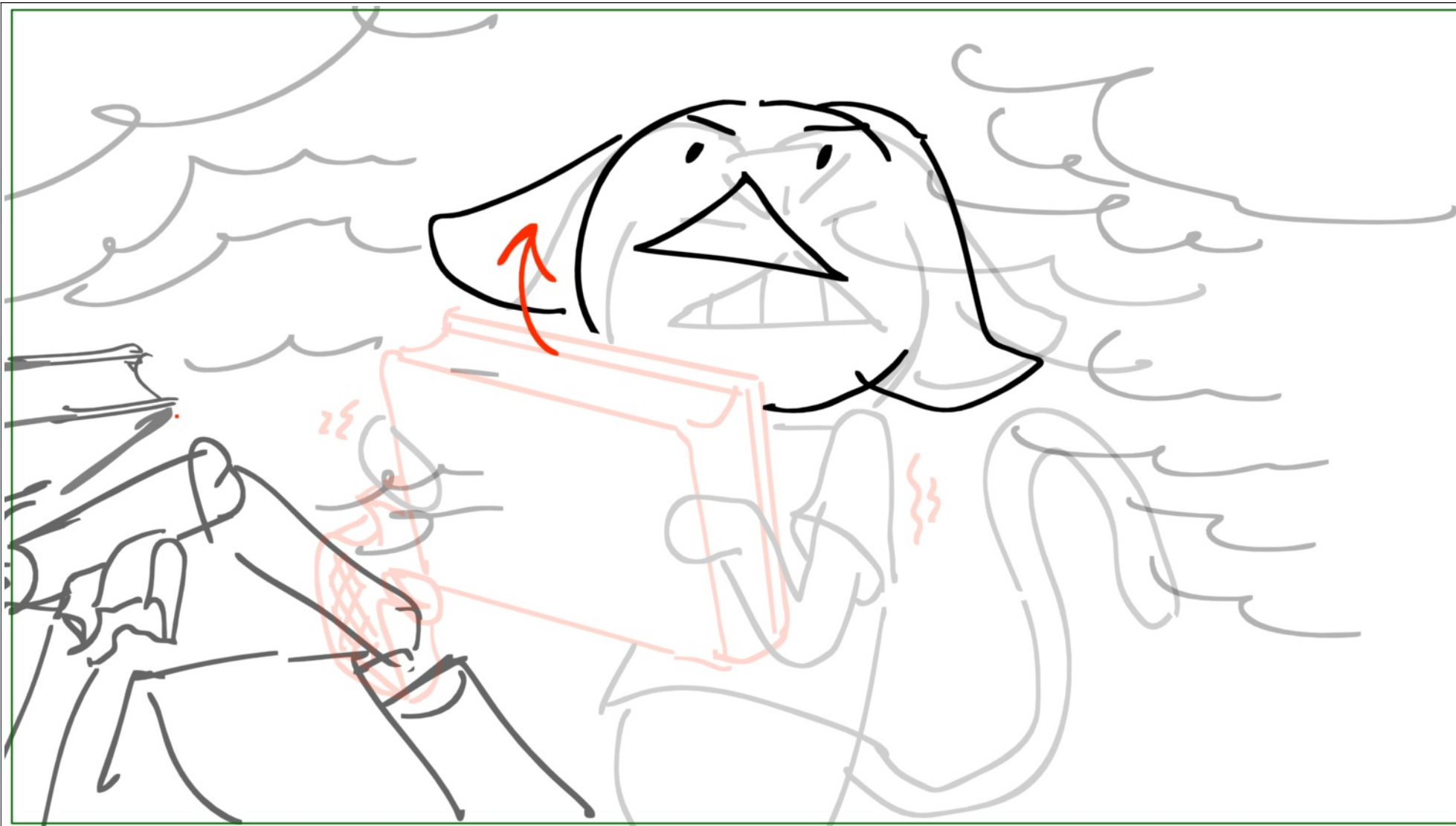
Scene	Duration	Panel	Duration
40	09:14	1	00:23



Dialog  
SHERMON: [growling]



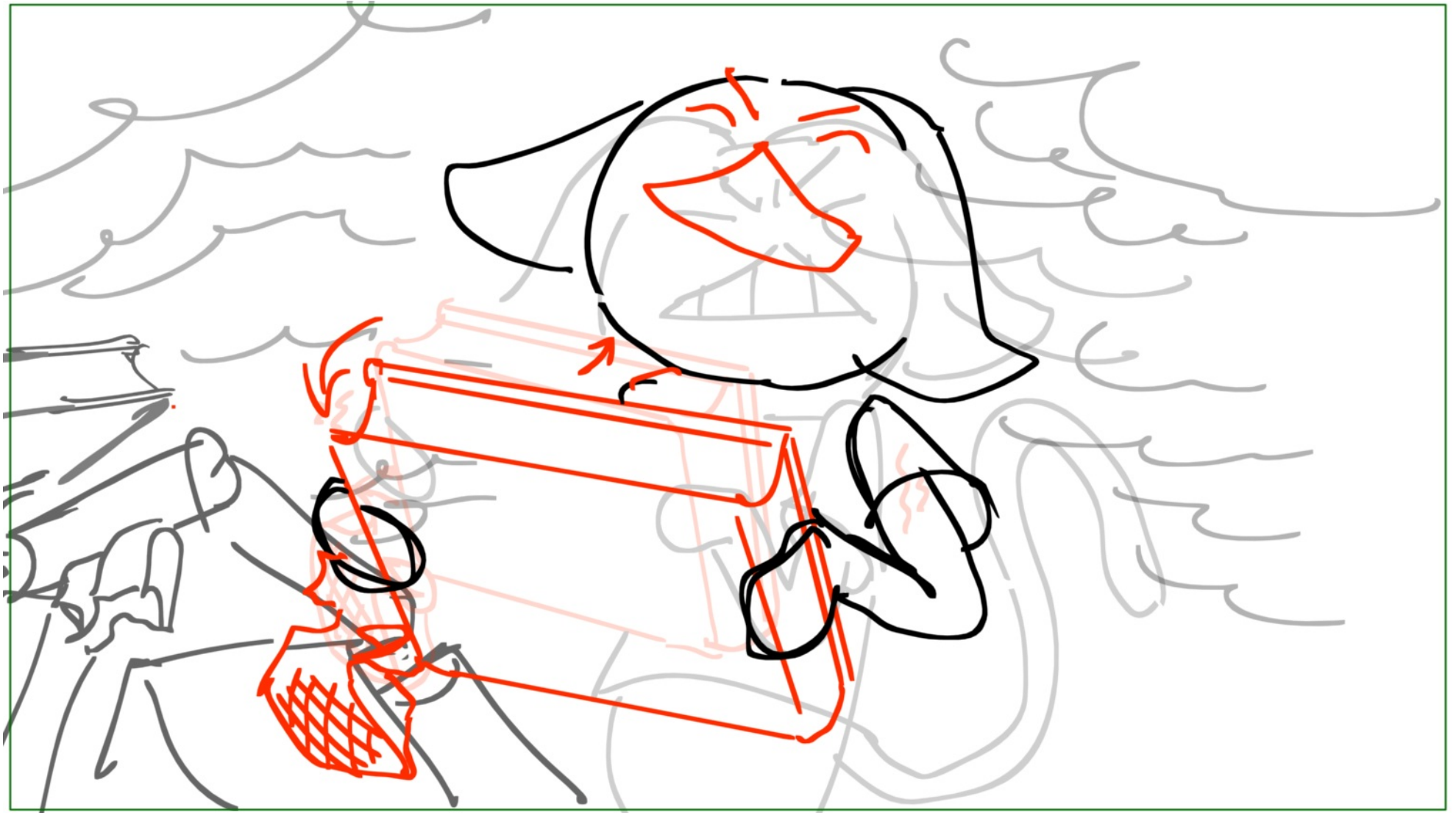
Scene	Duration	Panel	Duration
40	09:14	2	00:23



Dialog

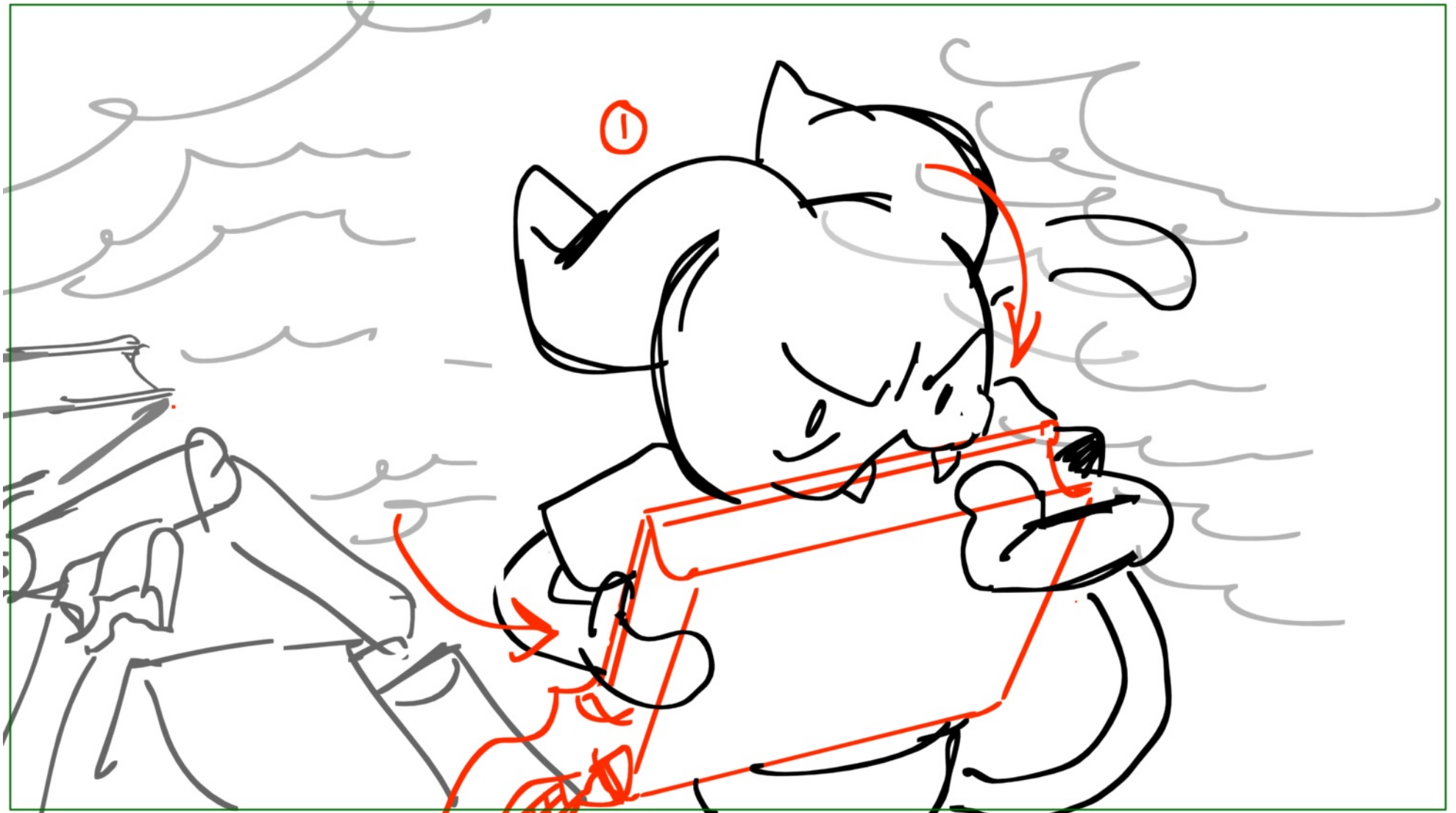
SHERMON: I know how to read. --

Scene	Duration	Panel	Duration
40	09:14	3	00:23



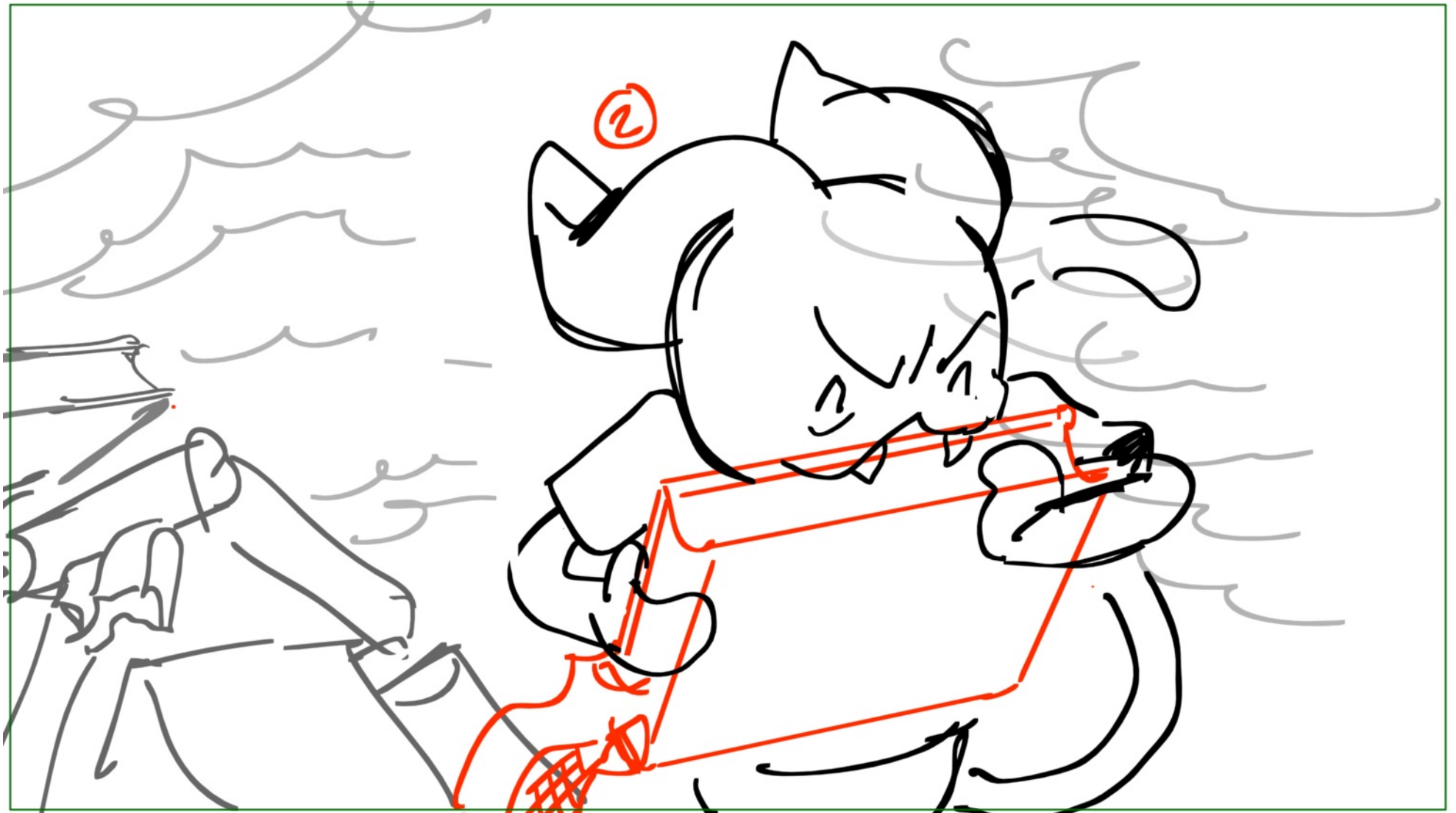
Dialog  
SHERMON: I have degrees!

Scene	Duration	Panel	Duration
40	09:14	4	00:23



Dialog  
SHERMON: [growling]

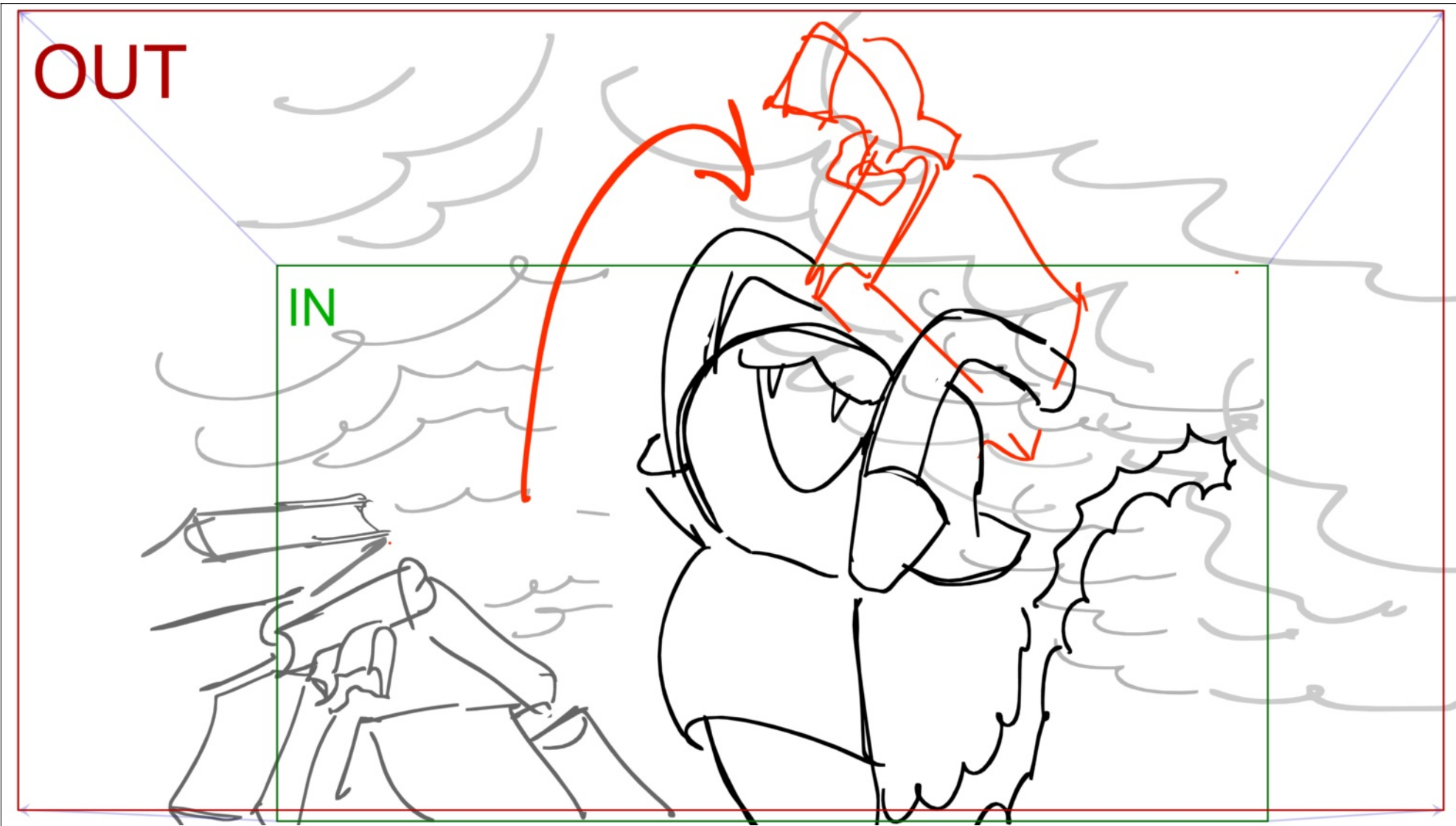
Scene	Duration	Panel	Duration
40	09:14	5	00:23



Dialog  
SHERMON: [growling]



Scene	Duration	Panel	Duration
40	09:14	6	00:23



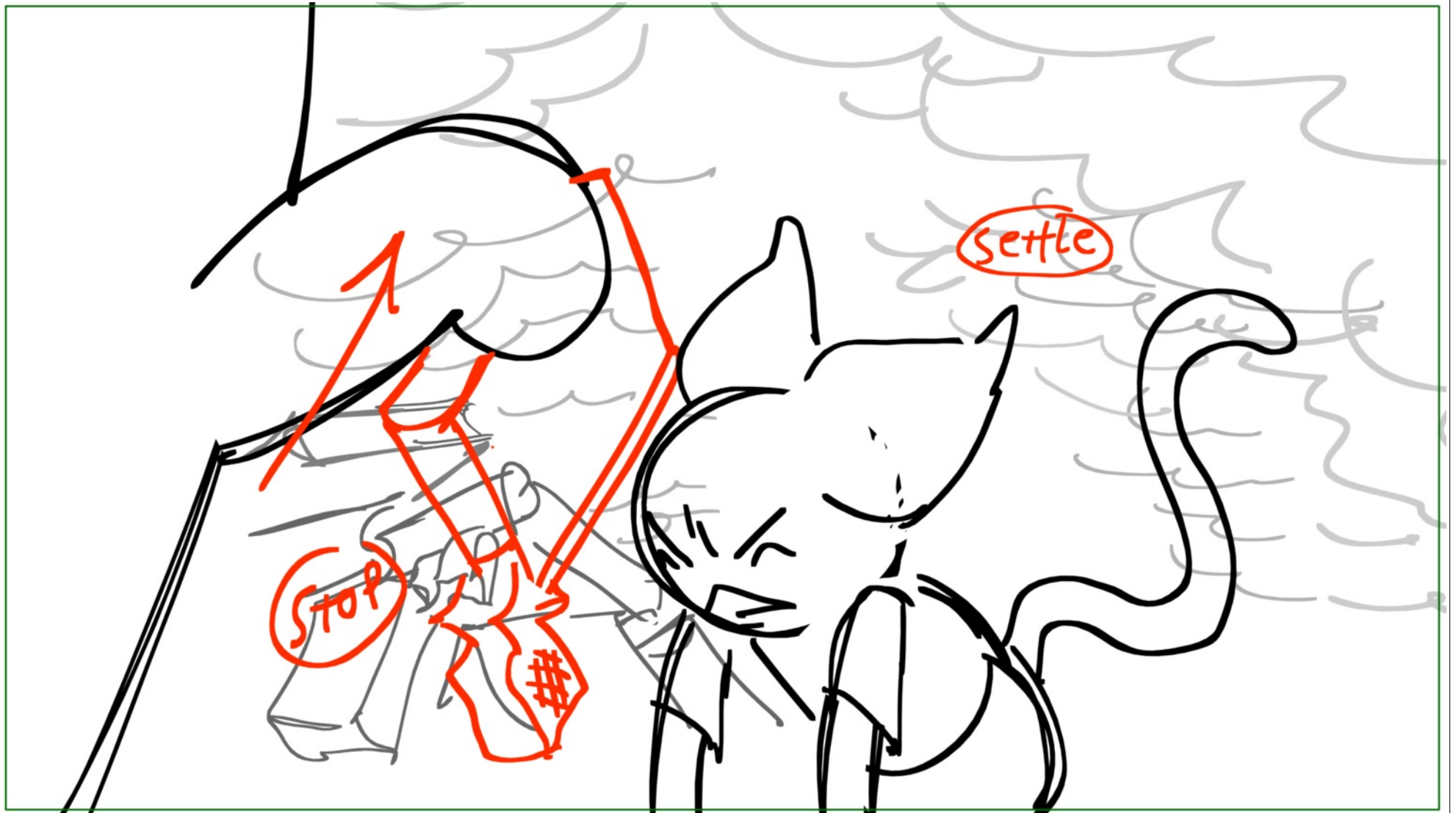
Dialog  
SHERMON: INFURIATING --

Scene	Duration	Panel	Duration
40	09:14	7	00:23



Dialog  
SHERMON: MECHANISMS!!

Scene	Duration	Panel	Duration
40	09:14	8	00:23



Dialog  
SHERMON: MECHANISMS!!

Scene	Duration	Panel	Duration
40	09:14	9	00:23



Dialog  
BETH: Shermmy! [...] !



Scene	Duration	Panel	Duration
40	09:14	10	00:23



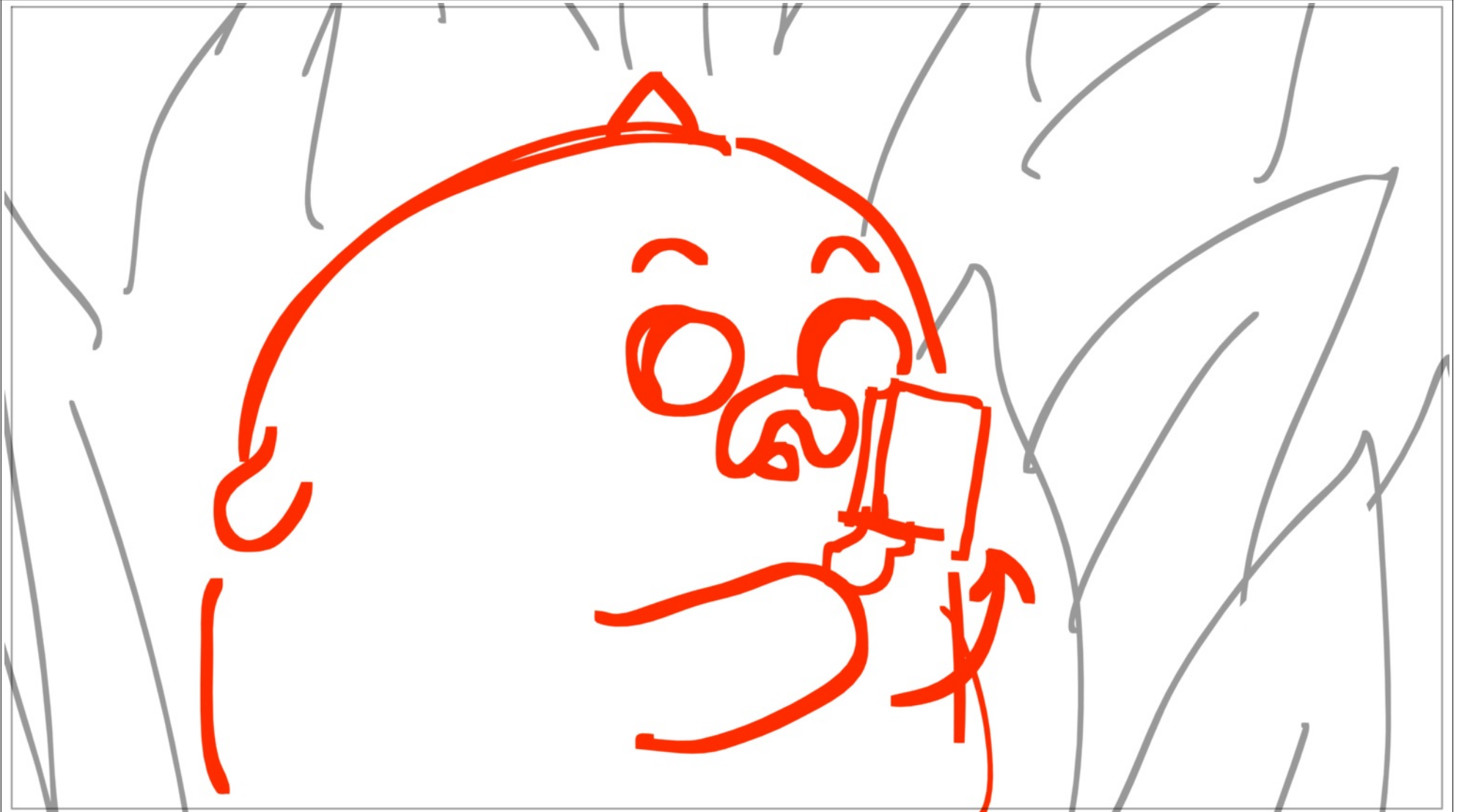
Dialog  
BETH: Shermmy! [...] !

Scene	Duration	Panel	Duration
41	02:21	1	00:23



Dialog  
BETH: Chill...

Scene	Duration	Panel	Duration
41	02:21	2	00:23



Dialog

B: Why do you want to read this one --

Scene	Duration	Panel	Duration
41	02:21	3	00:23



Dialog  
B: So badly?

Scene	Duration	Panel	Duration
42	03:20	1	00:23



Scene	Duration	Panel	Duration
42	03:20	2	00:23



Dialog

S: The fate of my friends --



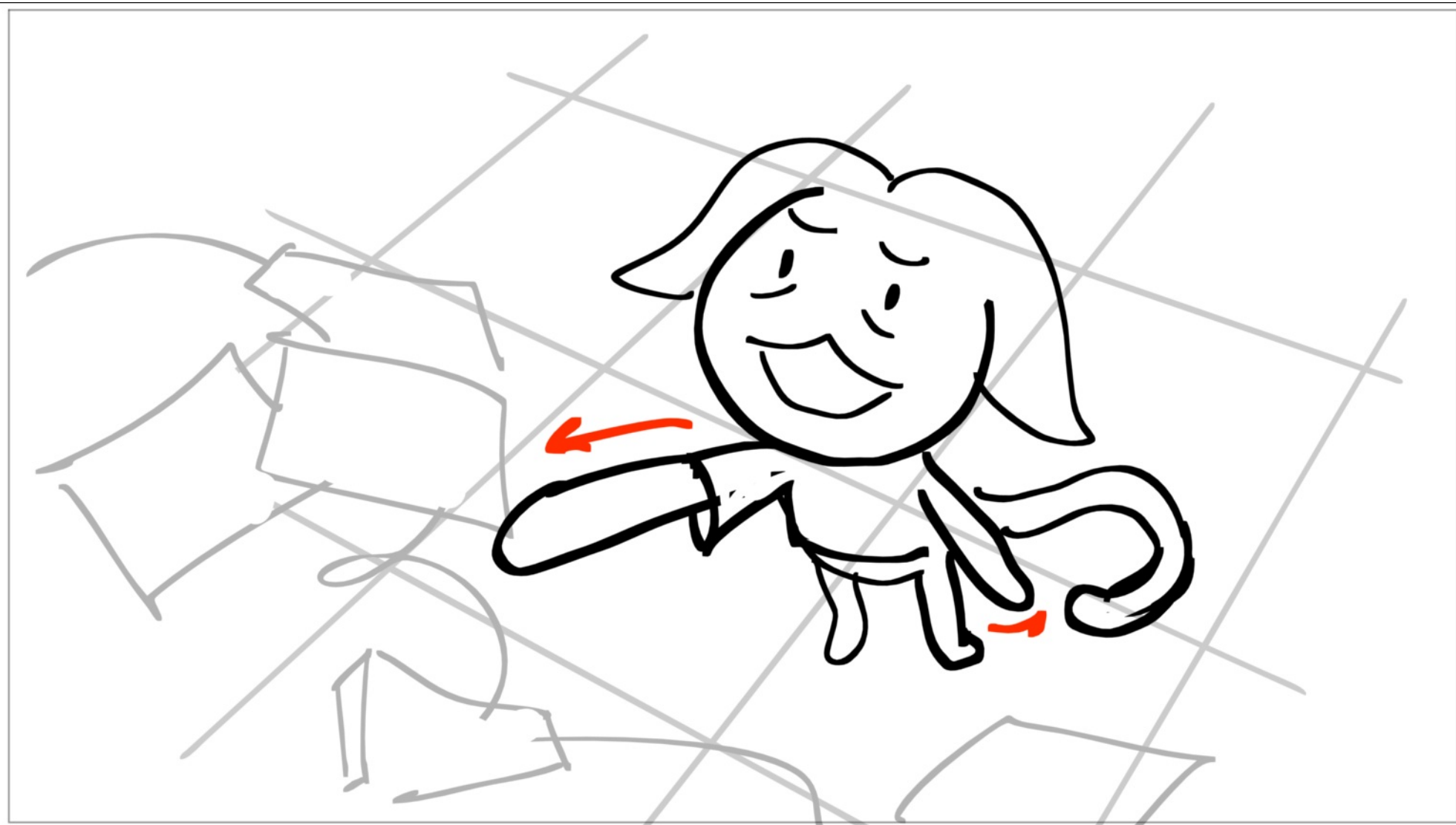
Scene	Duration	Panel	Duration
42	03:20	3	00:23



Dialog

S: -- depends on me finding a magic crown.

Scene	Duration	Panel	Duration
42	03:20	4	00:23

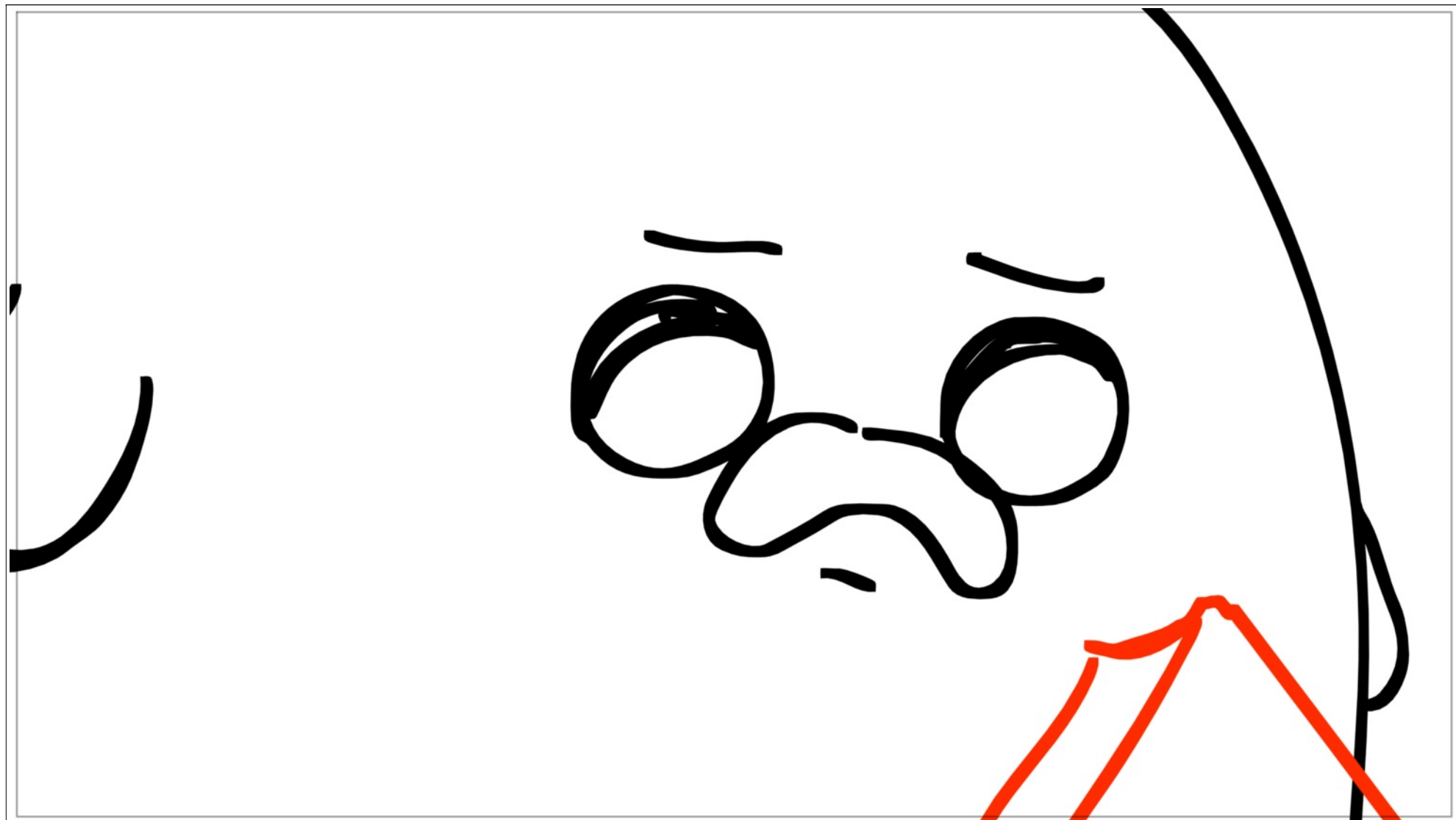


Dialog

S: And that is the best chance I have...



Scene	Duration	Panel	Duration
43	01:22	1	00:23



Dialog

S: (o/s) of finding it... They're waiting ...

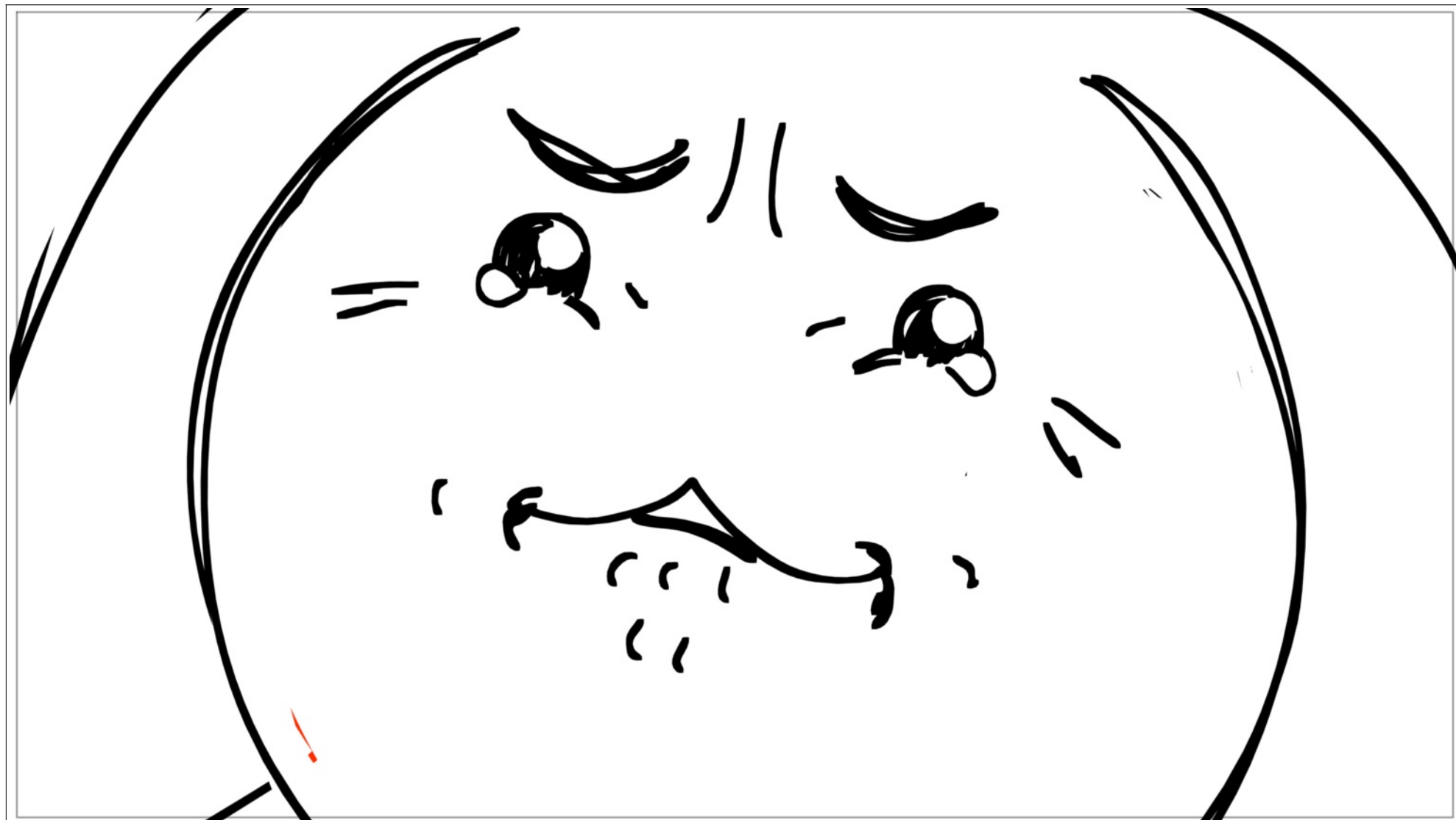
Scene	Duration	Panel	Duration
43	01:22	2	00:23



Dialog

S: (o/s) of finding it... They're waiting ...

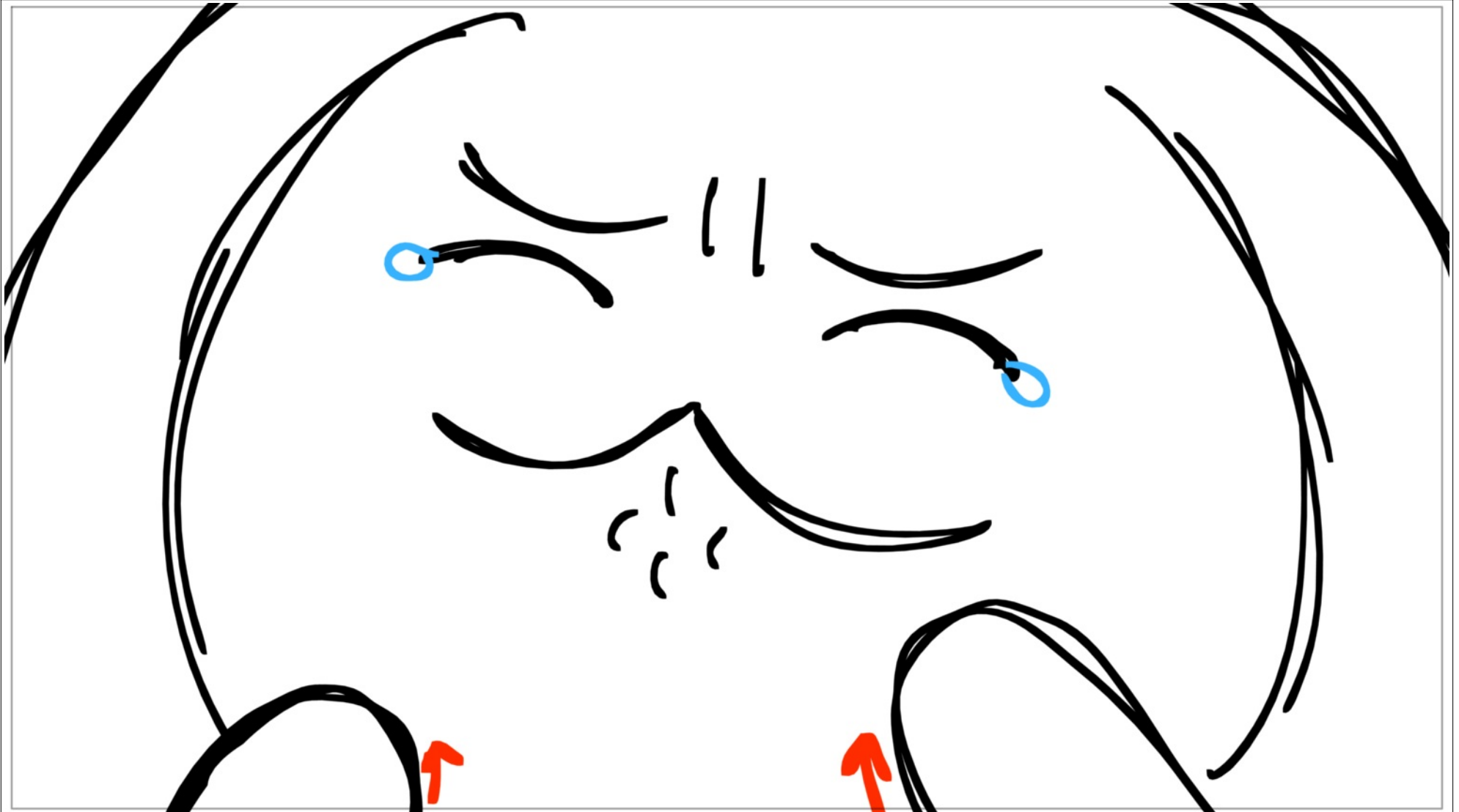
Scene	Duration	Panel	Duration
44	01:22	1	00:23



Dialog

S: (choked up) They're waiting for ...

Scene	Duration	Panel	Duration
44	01:22	2	00:23



Dialog  
S: (choked up)

Scene	Duration	Panel	Duration
45	04:19	1	00:23



Scene	Duration	Panel	Duration
45	04:19	2	00:23



Action Notes  
beth gets thoughtful

Scene	Duration	Panel	Duration
45	04:19	3	00:23



Action Notes  
BETH smiles



Scene	Duration	Panel	Duration
45	04:19	4	00:23



Dialog  
BETH: Ok, Simon...



Scene	Duration	Panel	Duration
45	04:19	5	00:23



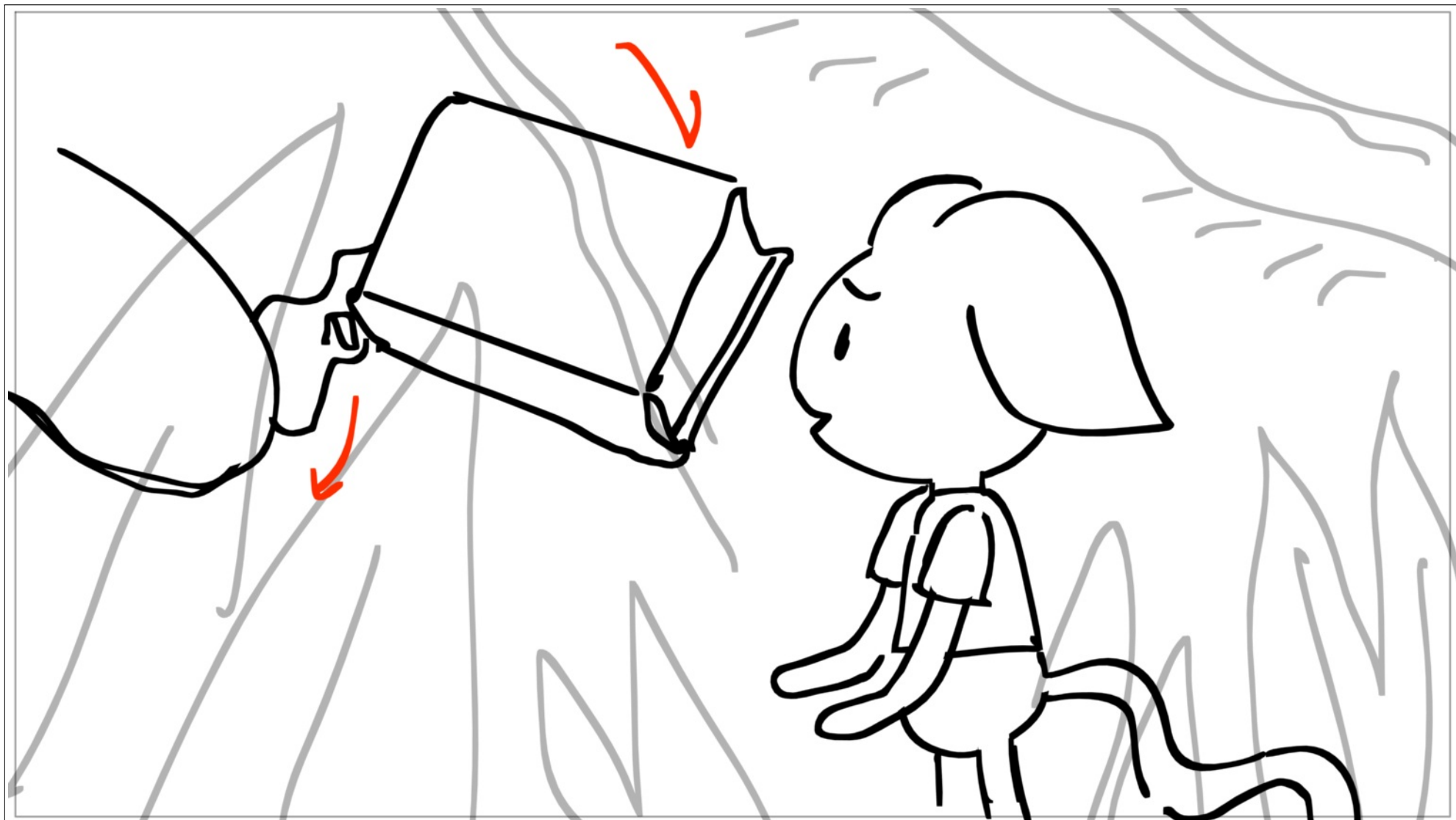
Dialog

BETH: Let's save your friends then.

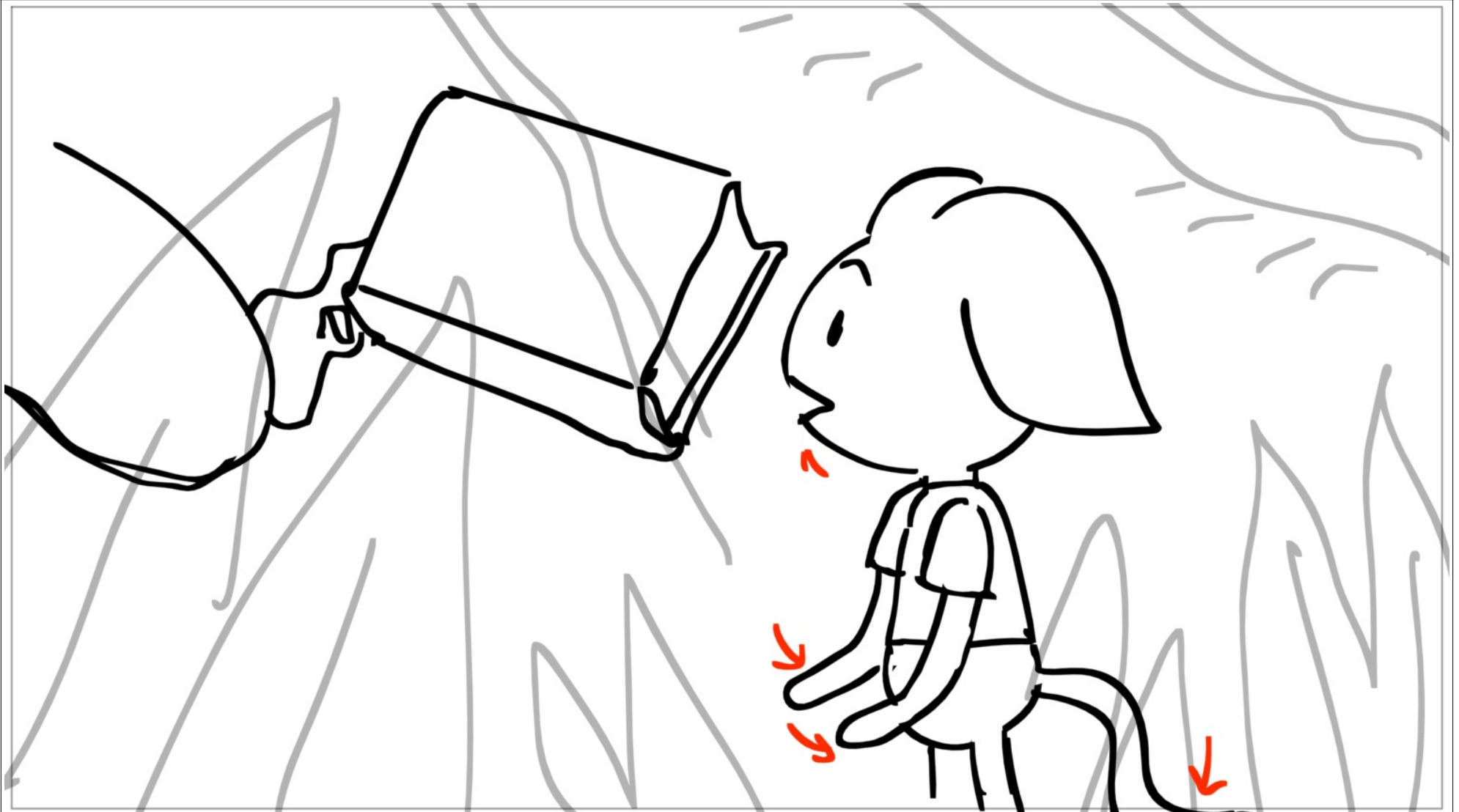
Scene	Duration	Panel	Duration
46	06:17	1	00:23



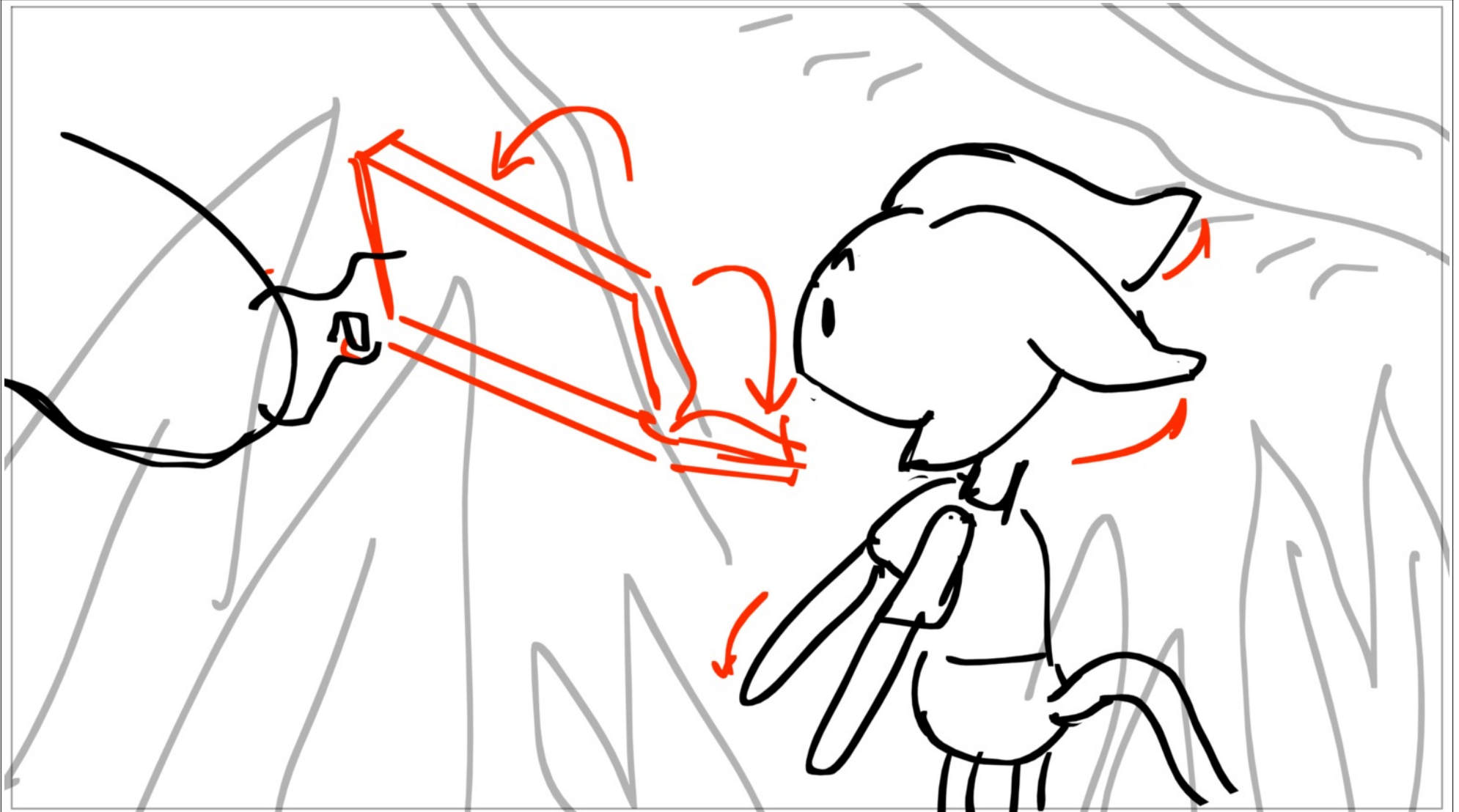
Scene	Duration	Panel	Duration
46	06:17	2	00:23



Scene	Duration	Panel	Duration
46	06:17	3	00:23



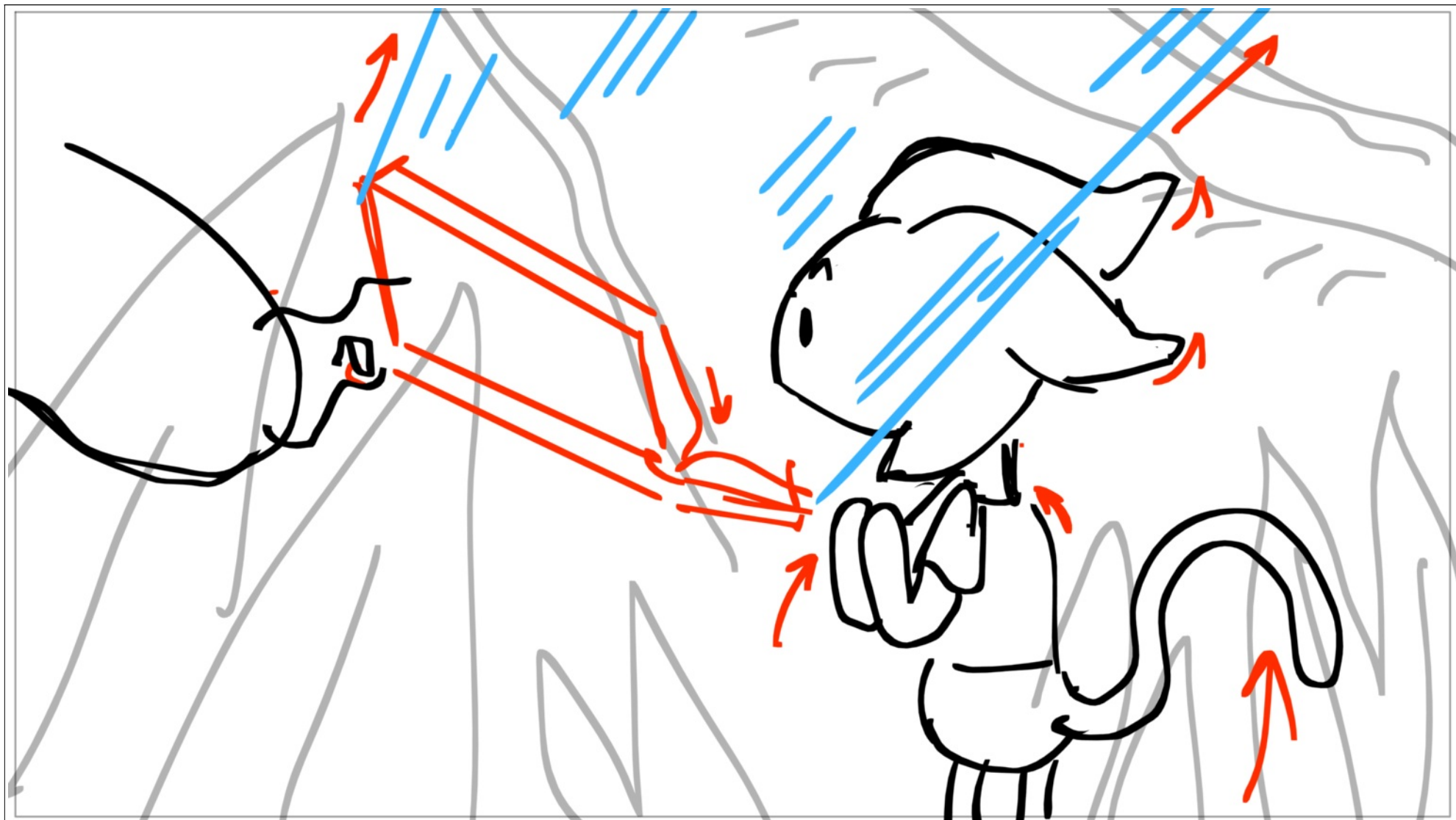
Scene	Duration	Panel	Duration
46	06:17	4	00:23



Dialog  
sfx: [click]

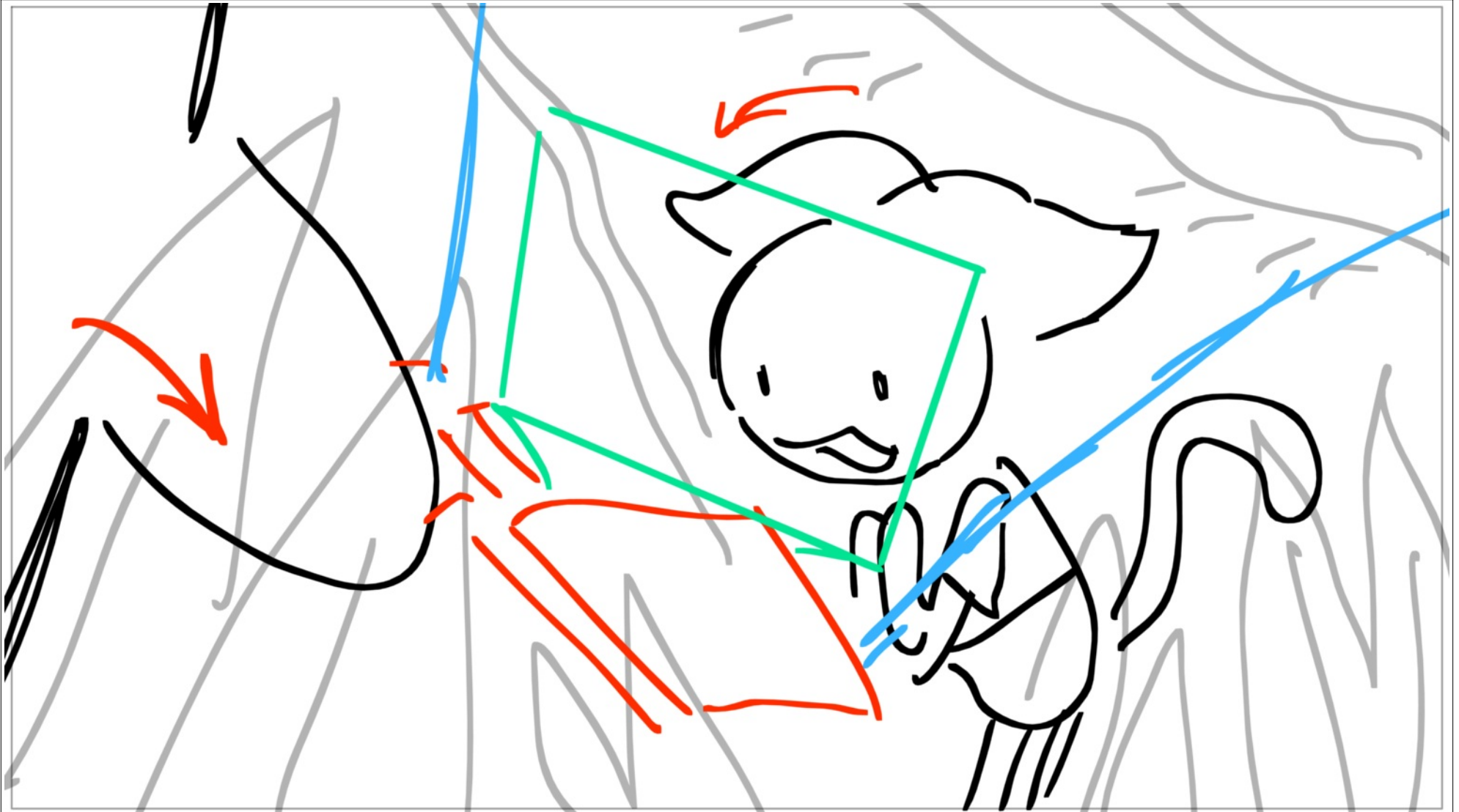


Scene	Duration	Panel	Duration
46	06:17	5	00:23



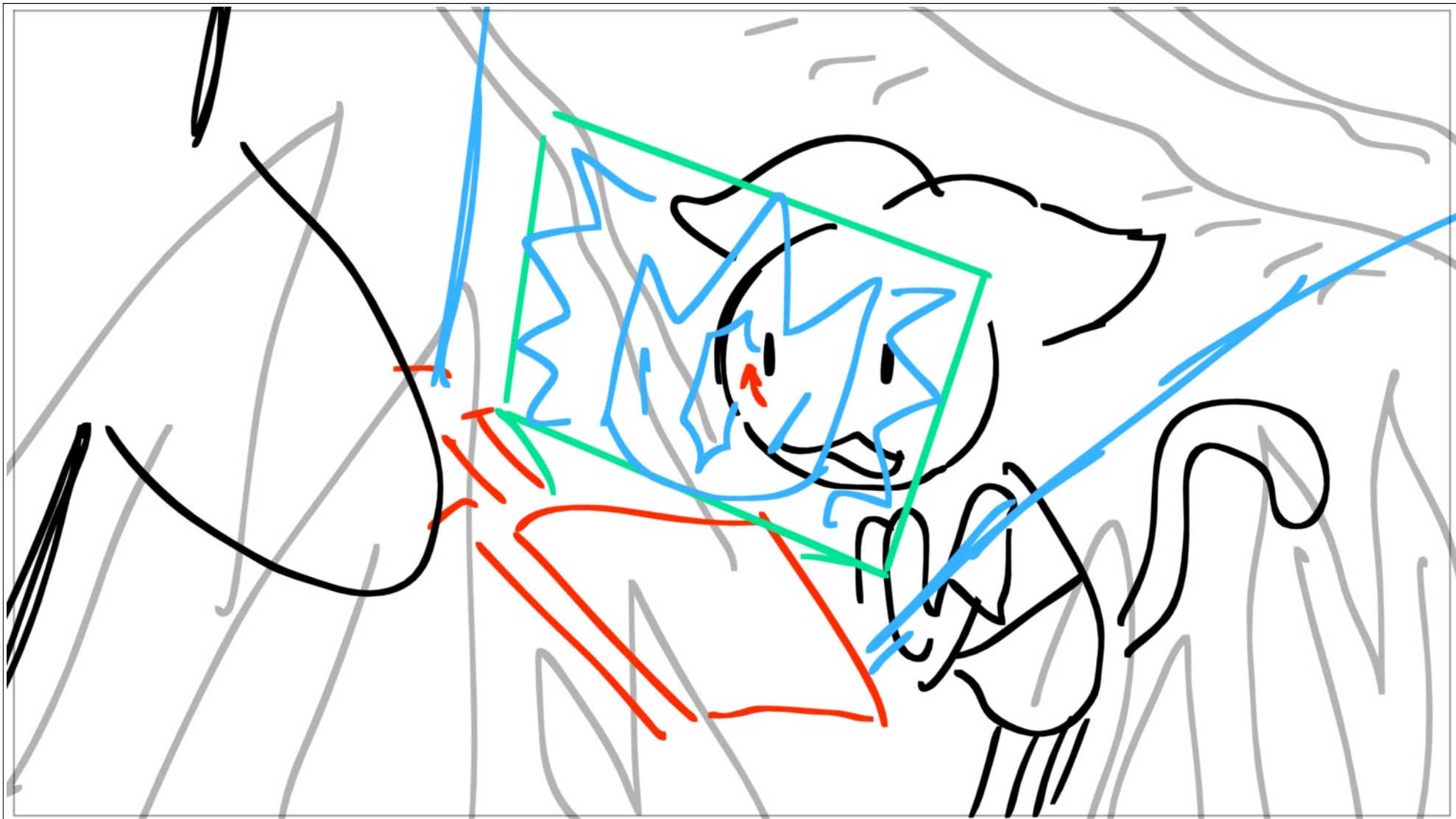
Dialog  
sfx: [shwoom]

Scene	Duration	Panel	Duration
46	06:17	6	00:23



Dialog  
S: Aahh...

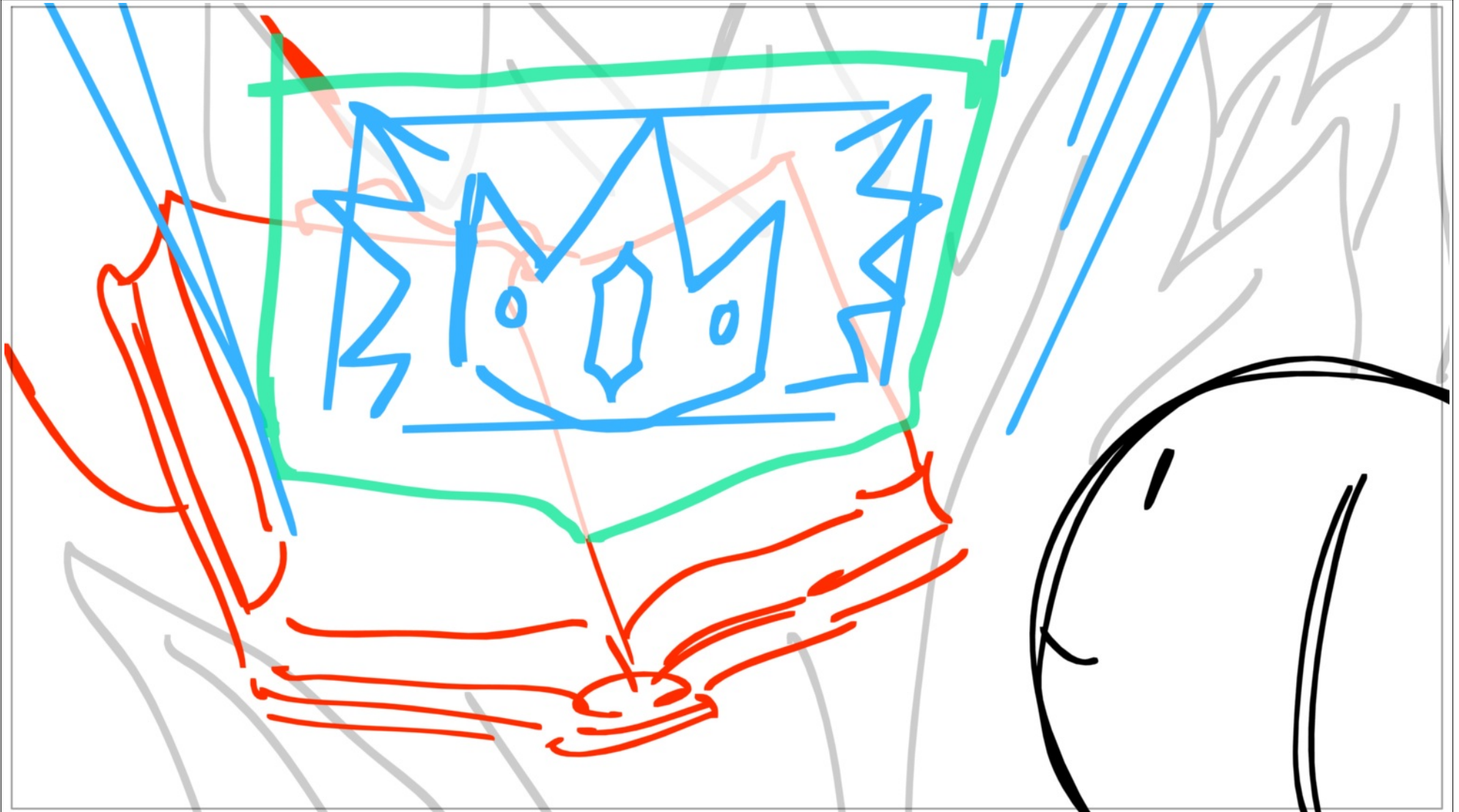
Scene	Duration	Panel	Duration
46	06:17	7	00:23



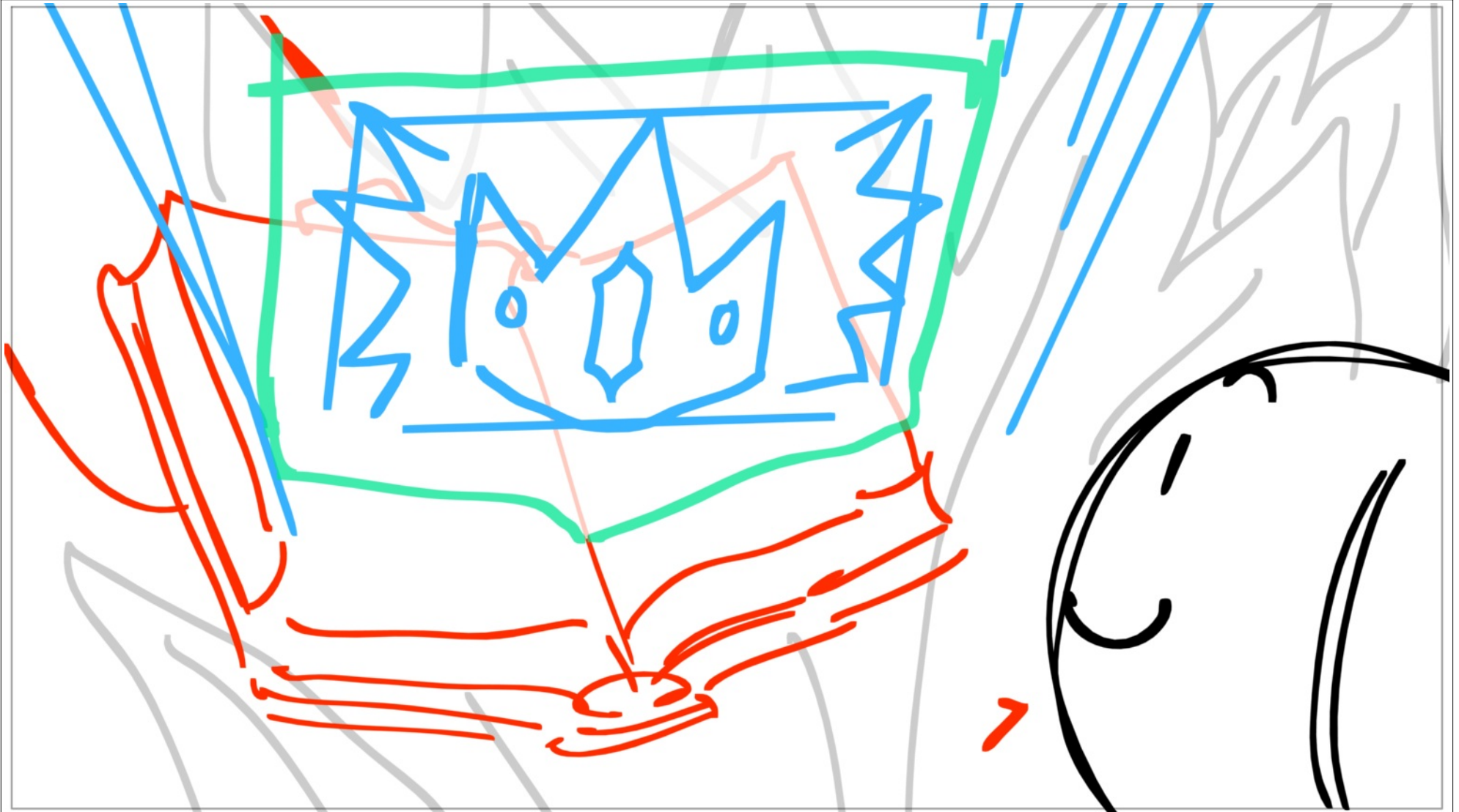
Dialog  
sfx: [fwoom]



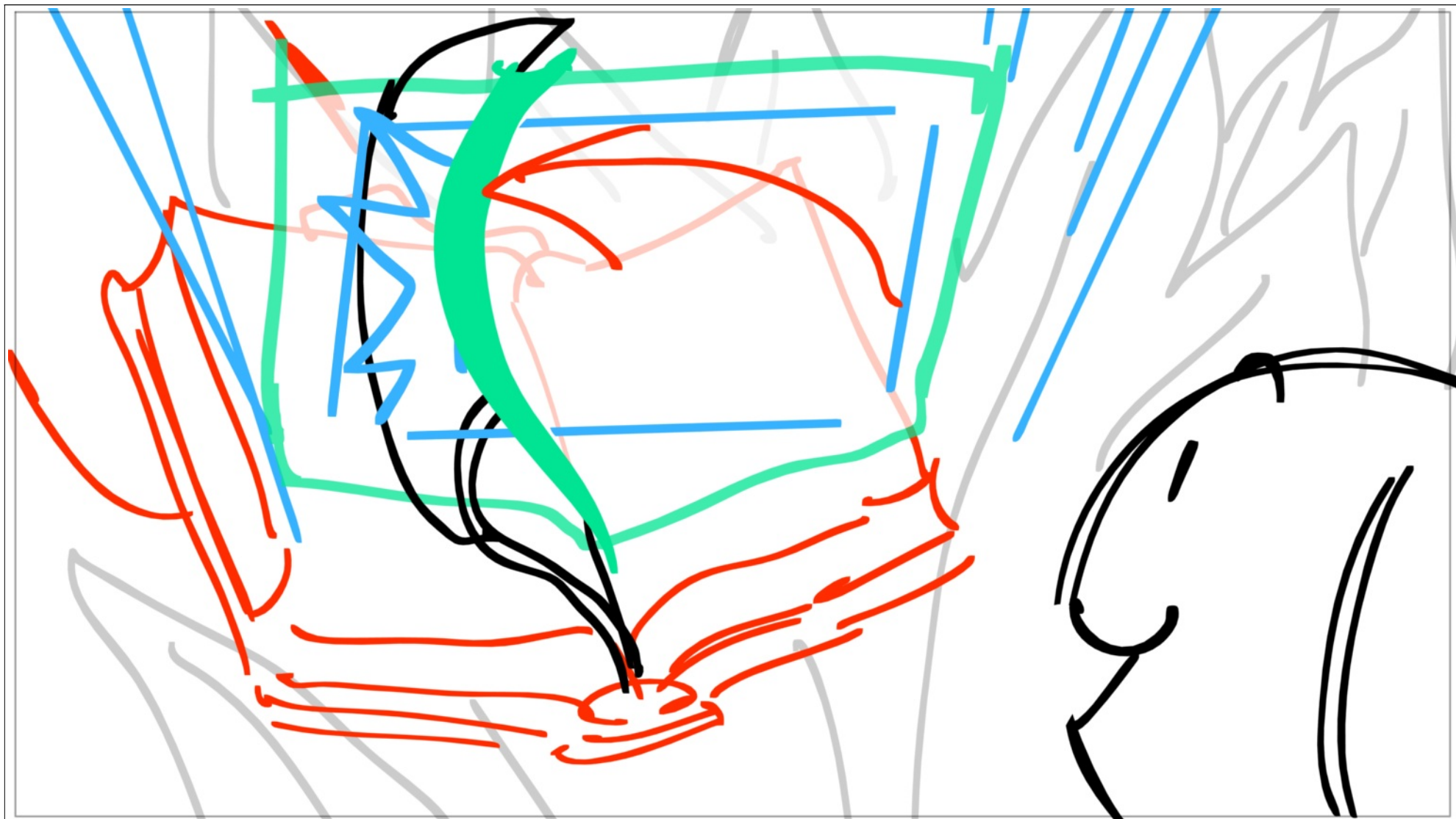
Scene	Duration	Panel	Duration
47	03:20	1	00:23



Scene	Duration	Panel	Duration
47	03:20	2	00:23



Scene	Duration	Panel	Duration
47	03:20	3	00:23



Dialog  
sfx: [page turn]



Scene	Duration	Panel	Duration
47	03:20	4	00:23



Dialog

SHERMON: "Ready for Adventure?"

Scene	Duration	Panel	Duration
48	03:21	1	01:00



Dialog

BETH: This looks like one of those --

Scene	Duration	Panel	Duration
48	03:21	2	00:23



Dialog

BETH: choose-your-own choices --

Scene	Duration	Panel	Duration
48	03:21	3	00:23



Dialog

BETH: -- dealies.



Scene	Duration	Panel	Duration
48	03:21	4	00:23



Dialog

SHERMON: Oh, like the ancient gamebooks of my world...

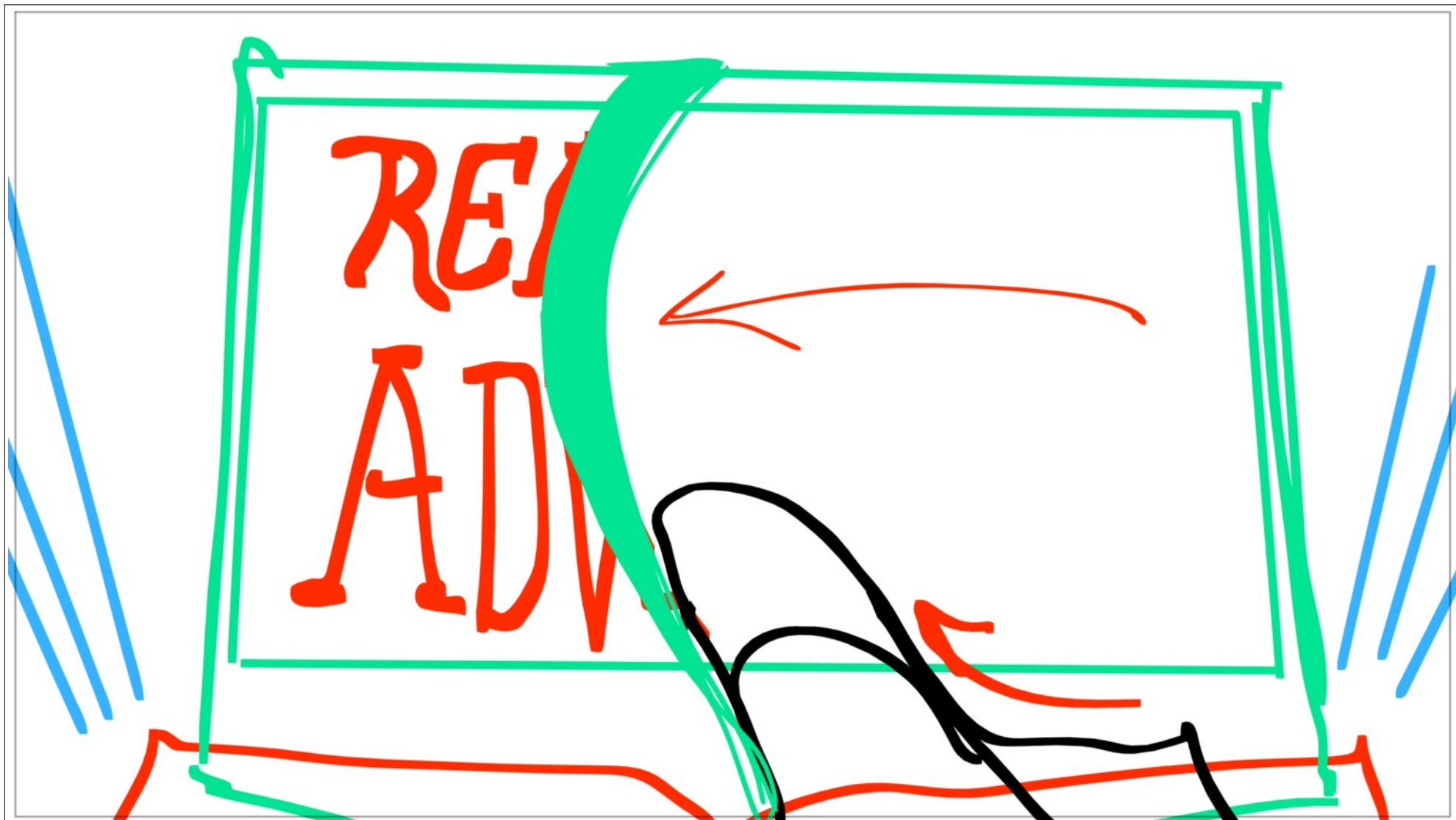


Scene	Duration	Panel	Duration
49	08:15	1	00:23



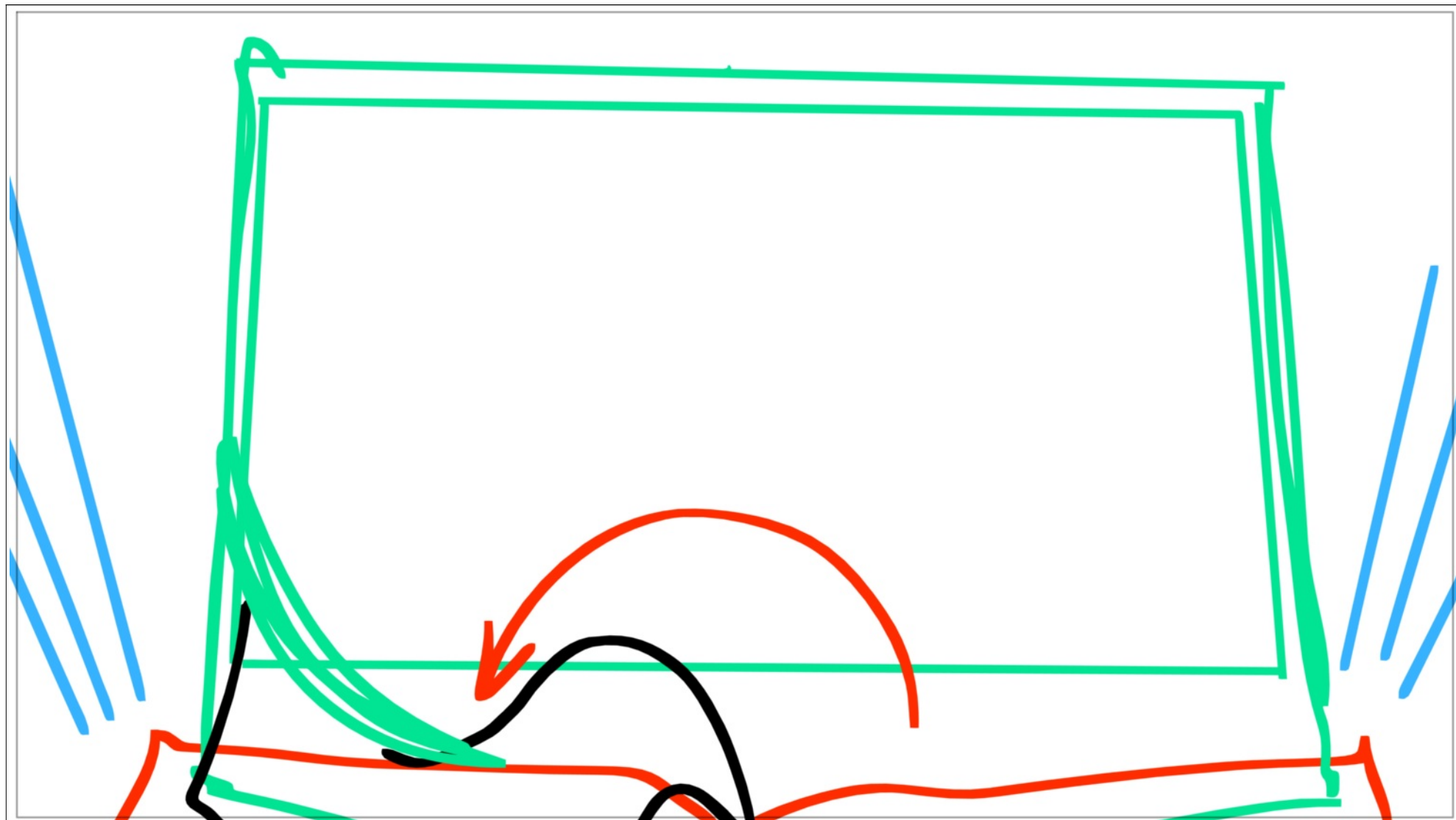
READY for  
ADVENTURE

Scene	Duration	Panel	Duration
49	08:15	2	00:23



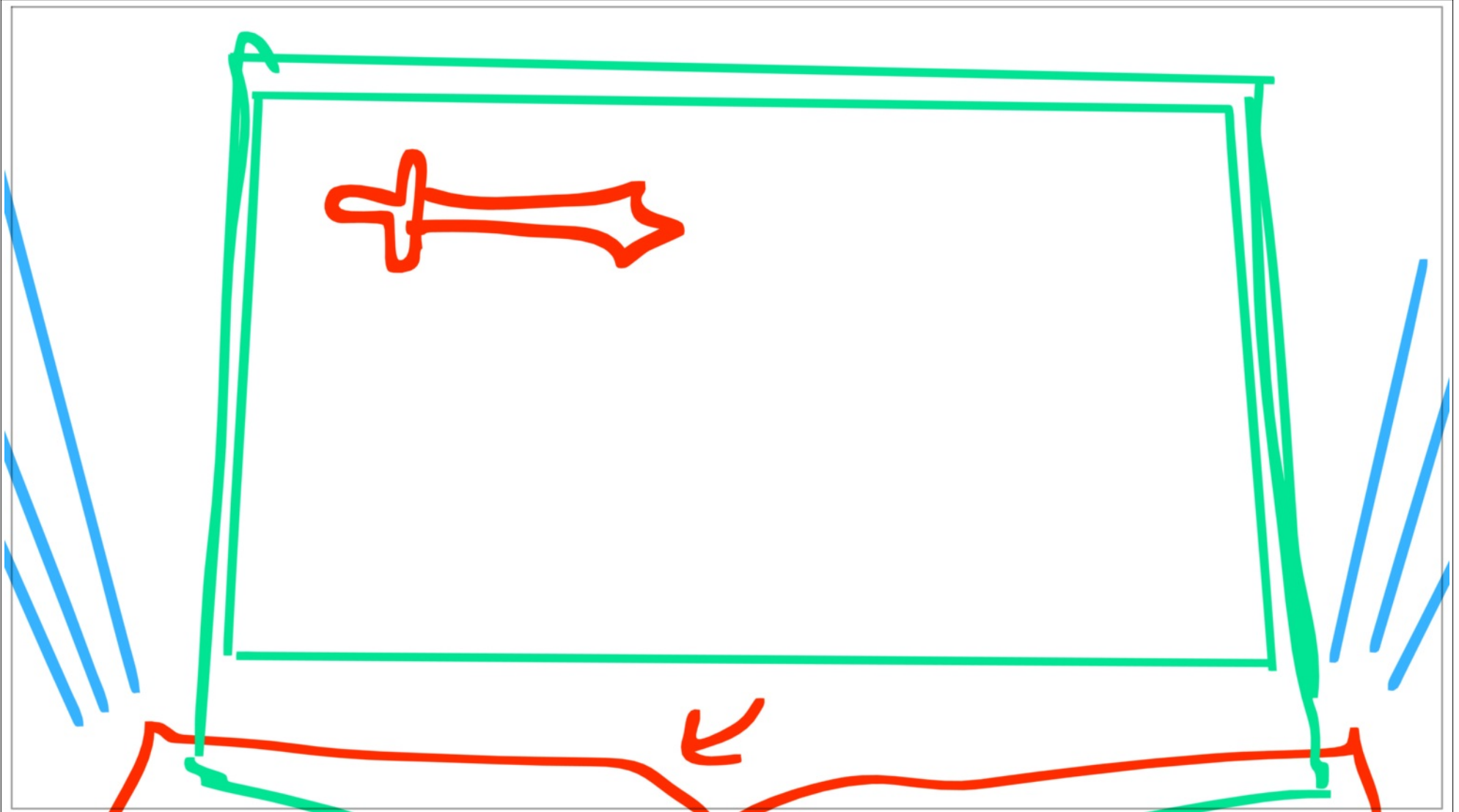
Dialog  
sfx: [kshhhht]

Scene	Duration	Panel	Duration
49	08:15	3	00:23



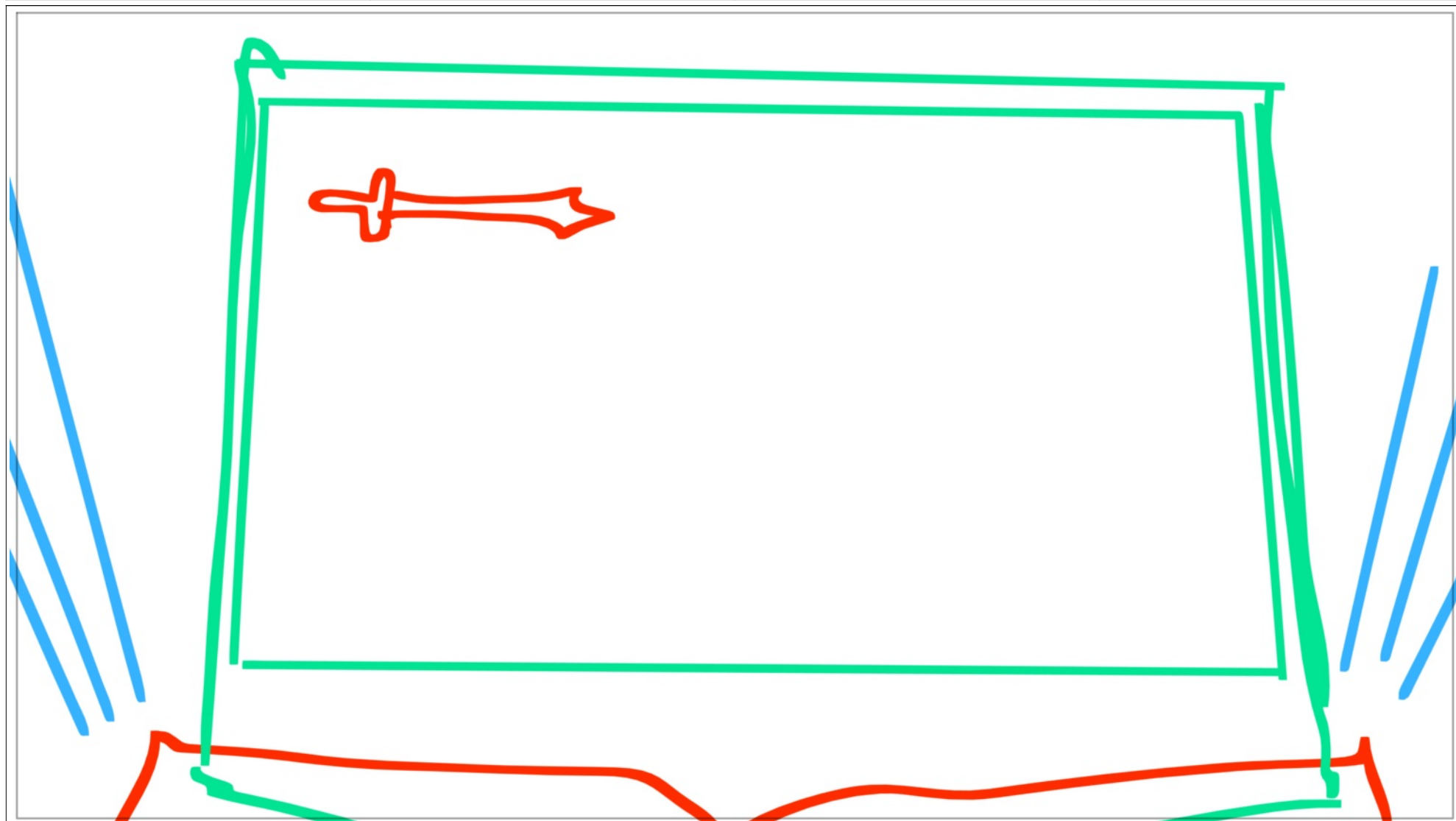
Dialog  
sfx: [kshhhht]

Scene	Duration	Panel	Duration
49	08:15	4	00:23



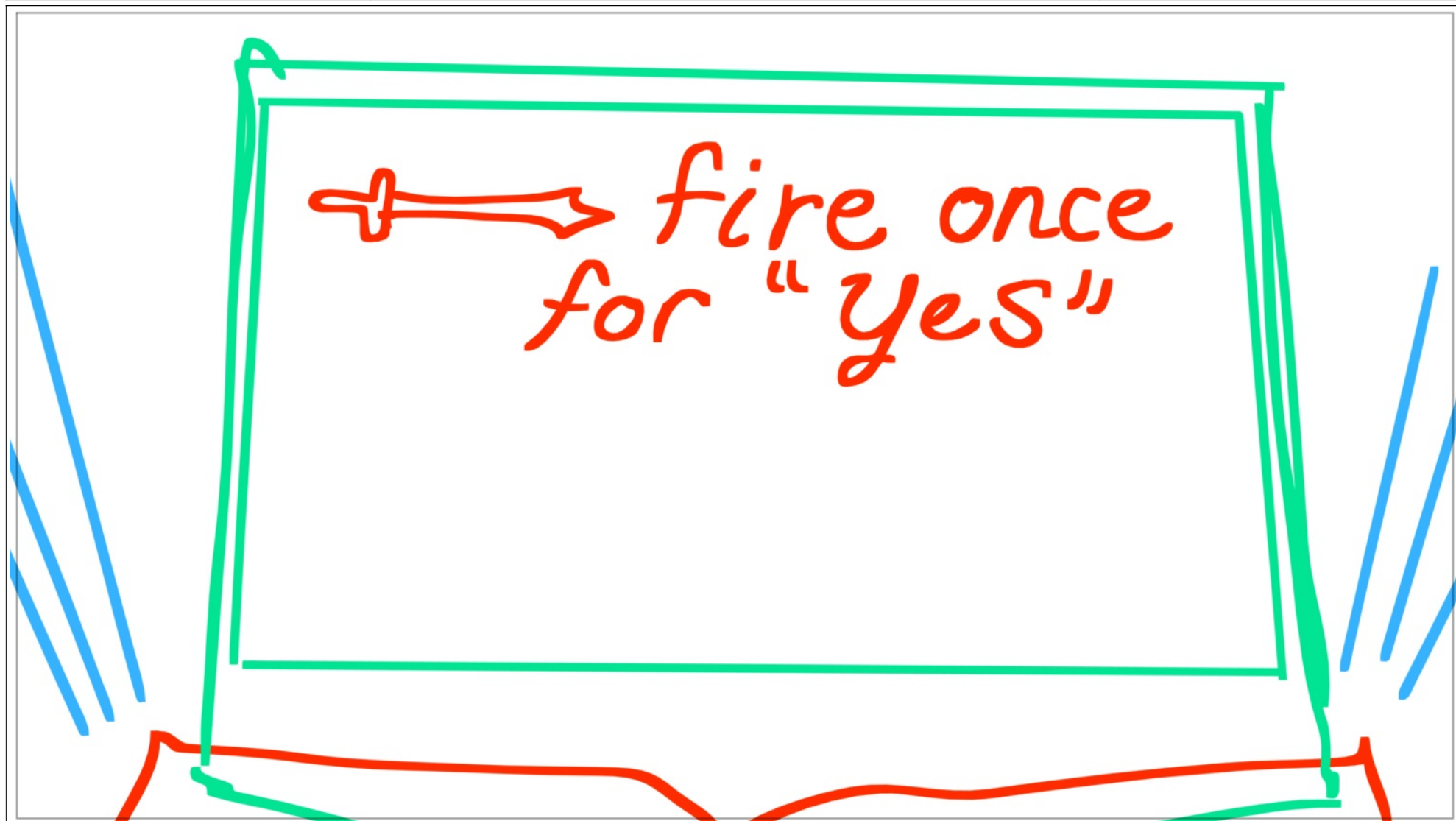
Dialog  
sfx: [bwom]

Scene	Duration	Panel	Duration
49	08:15	5	00:23



Dialog  
sfx: [bwom]

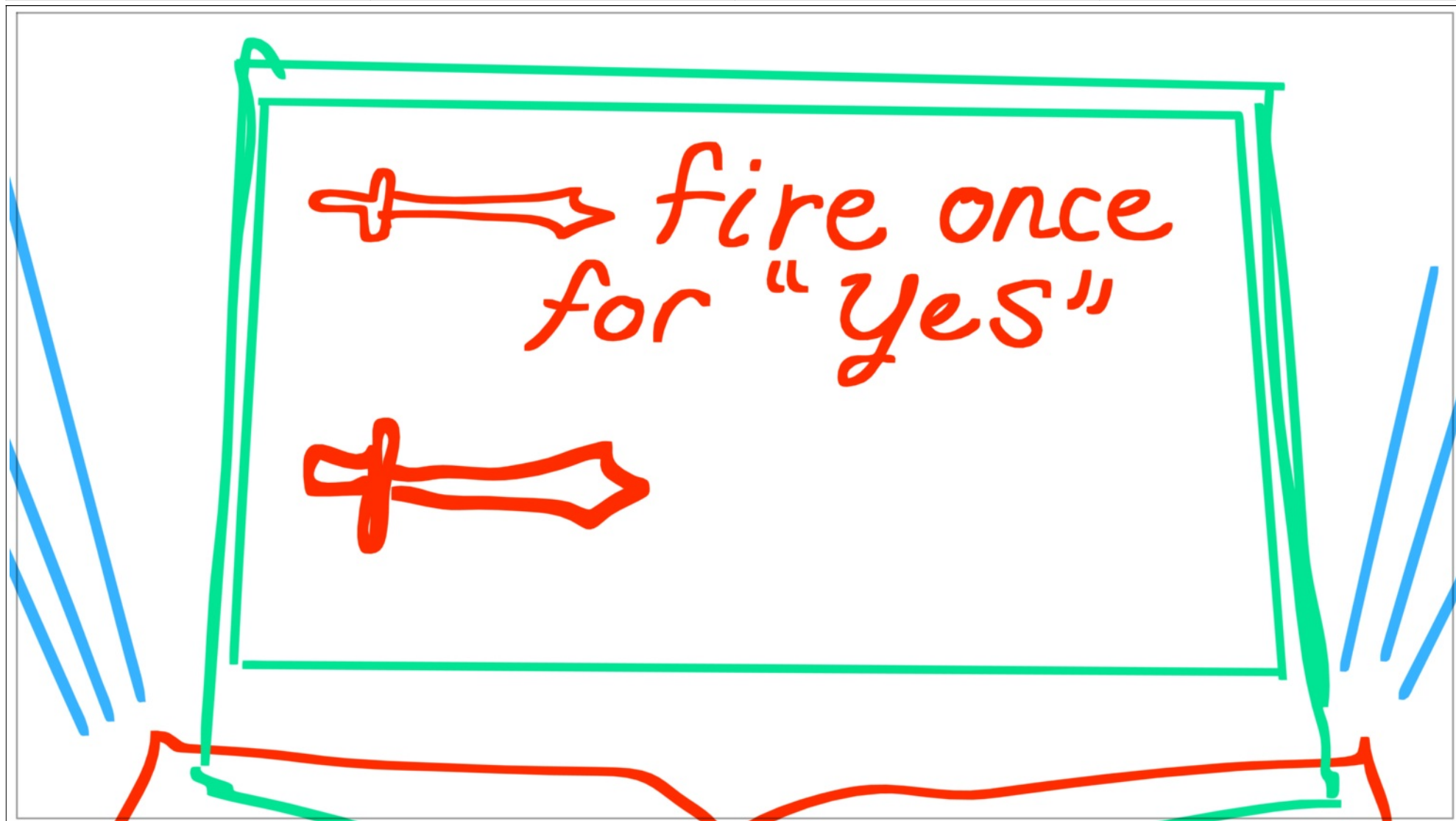
Scene	Duration	Panel	Duration
49	08:15	6	00:23



Dialog  
SHERMON: "Fire once for yes --"

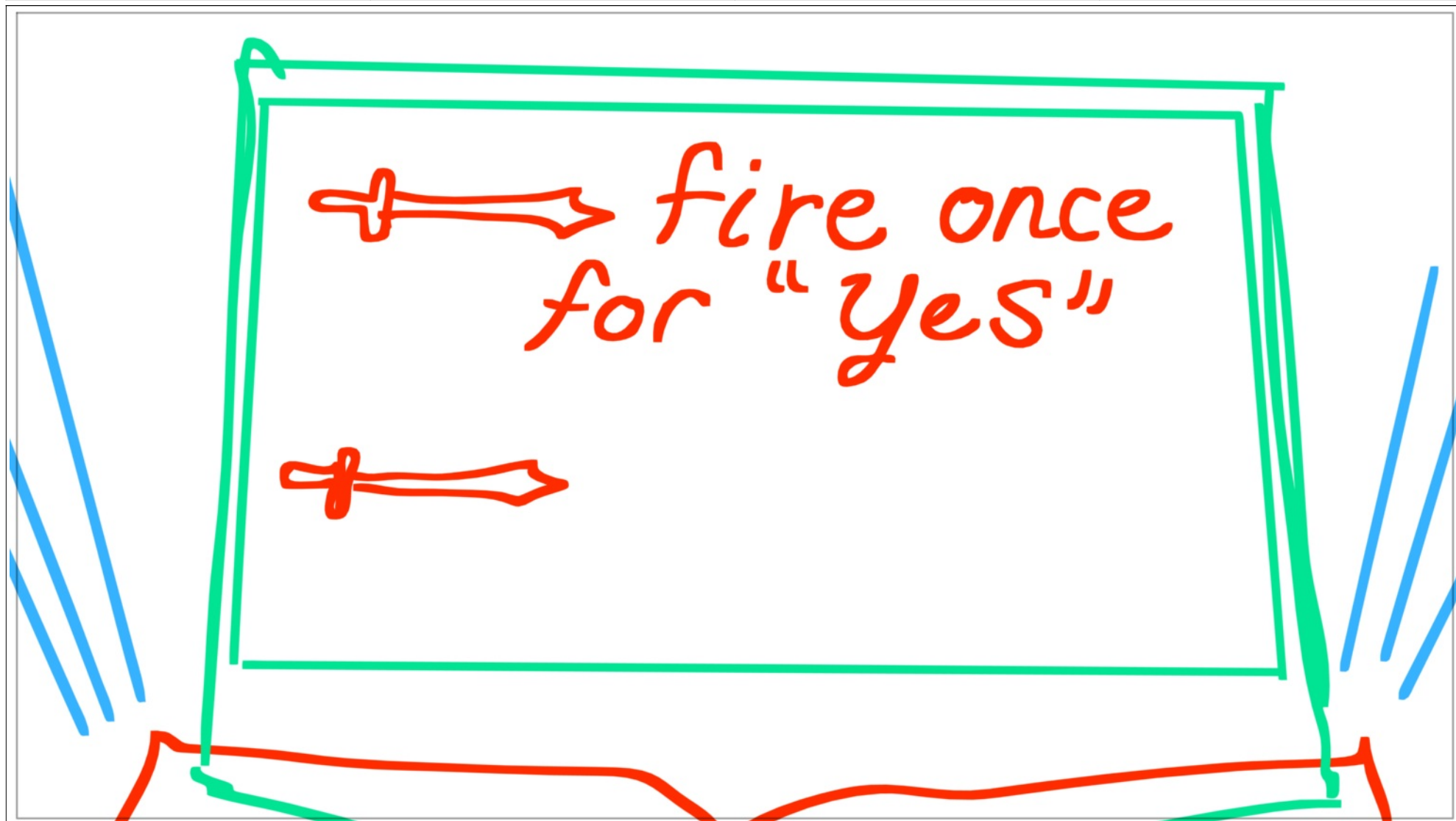


Scene	Duration	Panel	Duration
49	08:15	7	00:23



Dialog  
sfx: [bwom]

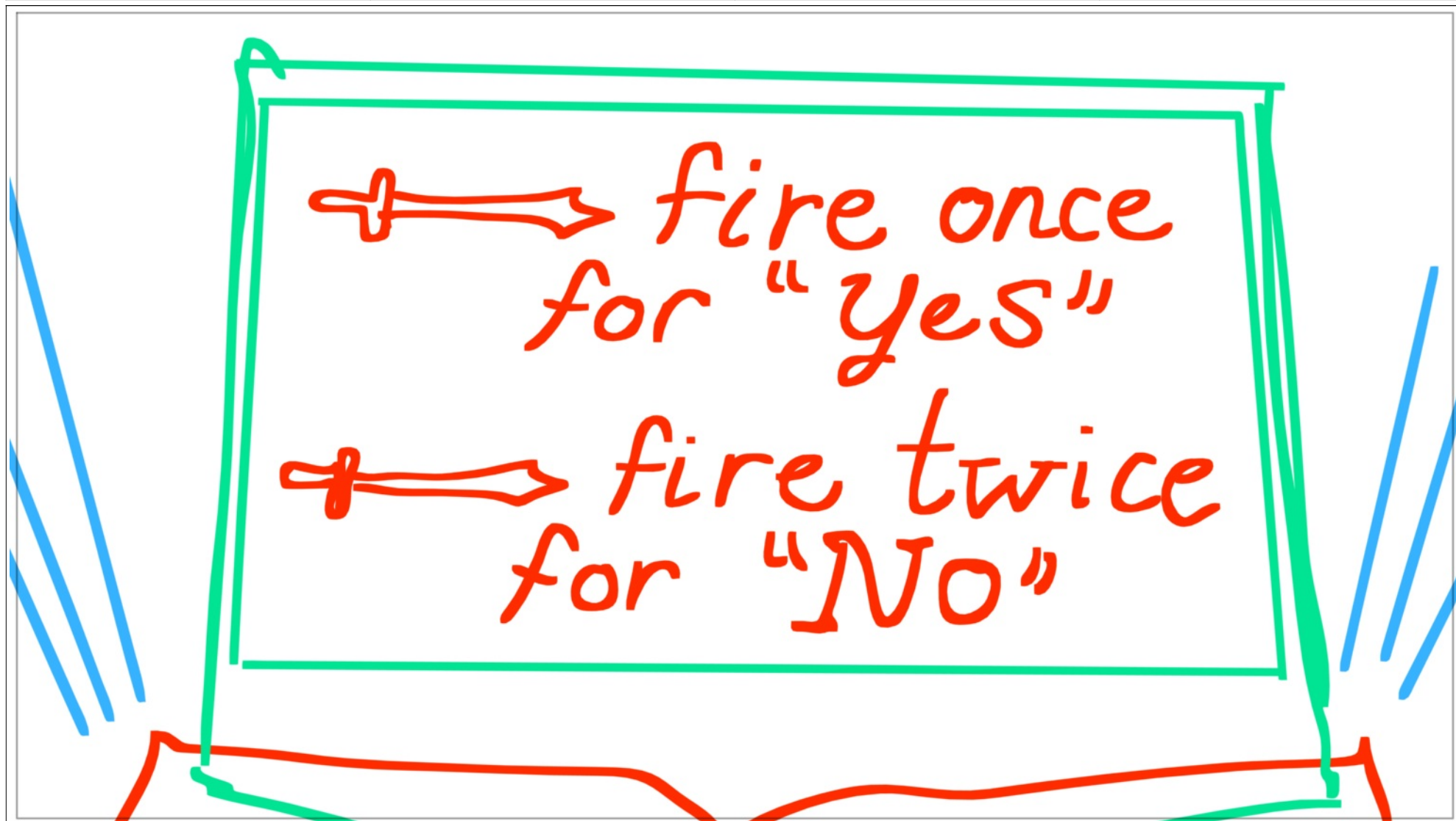
Scene	Duration	Panel	Duration
49	08:15	8	00:23



Dialog  
sfx: [bwom]



Scene	Duration	Panel	Duration
49	08:15	9	00:23



Dialog

SHERMON: " and twice for no."

Scene	Duration	Panel	Duration
50	02:21	1	00:23



Scene	Duration	Panel	Duration
50	02:21	2	00:23



Dialog

sfx: [click]

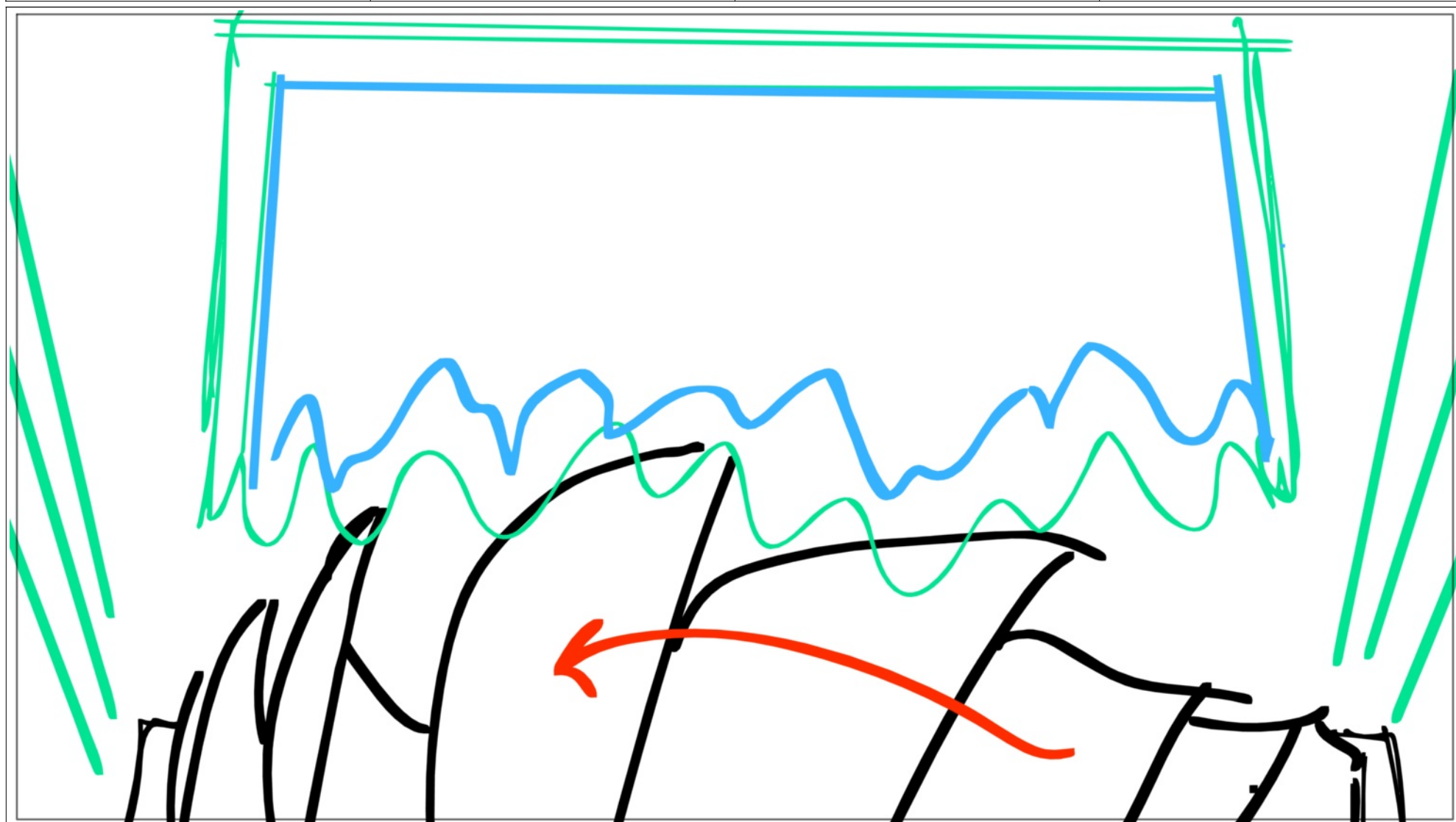
Scene	Duration	Panel	Duration
50	02:21	3	00:23



Dialog

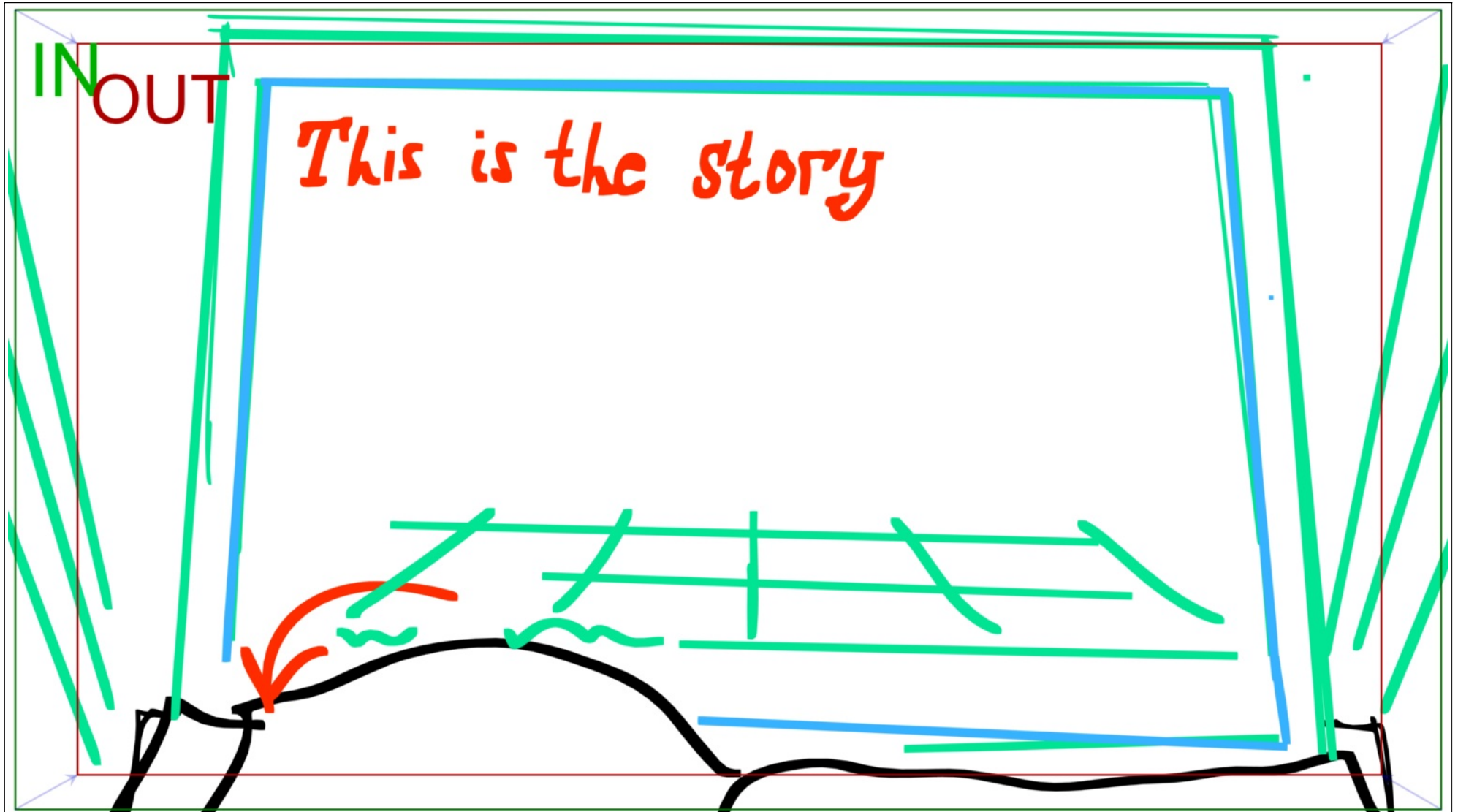
sfx: [fwip fwip fwip]

Scene	Duration	Panel	Duration
51	11:12	1	00:23





Scene	Duration	Panel	Duration
51	11:12	2	00:23



Scene	Duration	Panel	Duration
51	11:12	3	00:23



Dialog

BETH: (o/s) This is the story --

Scene	Duration	Panel	Duration
51	11:12	4	00:23

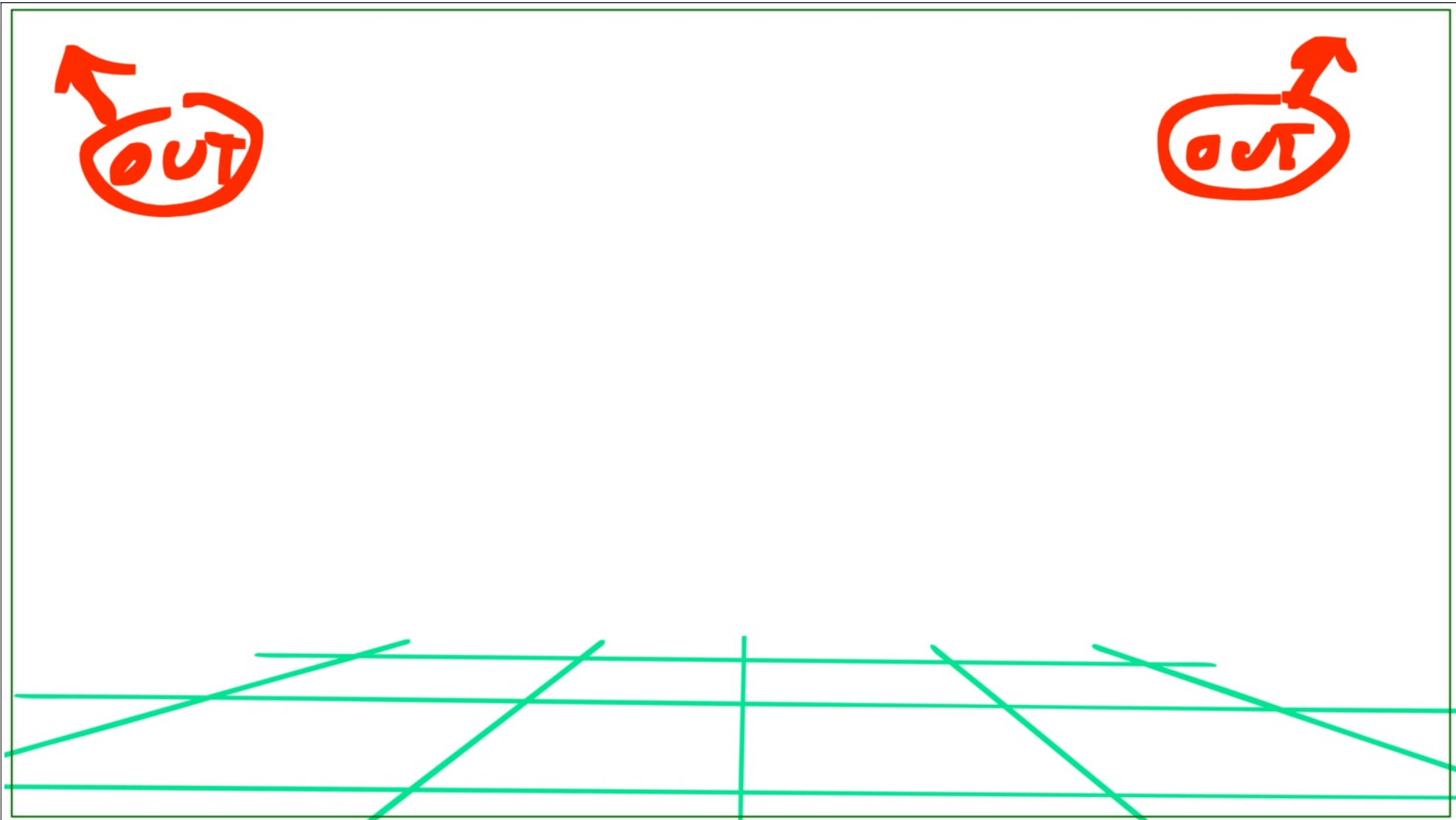


Dialog

B: (o/s) -- about two best friends ...



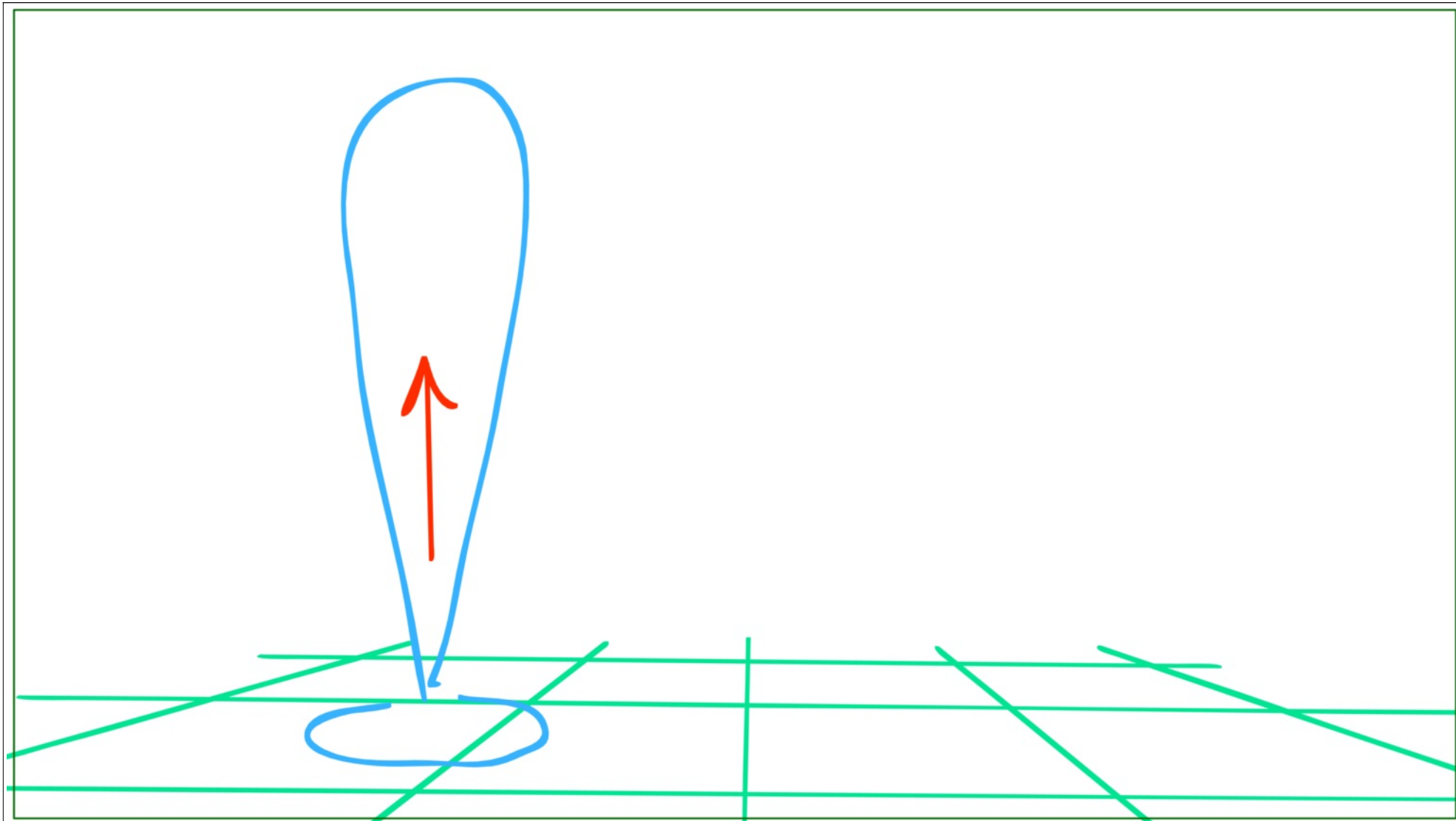
Scene	Duration	Panel	Duration
51	11:12	5	00:23



Dialog

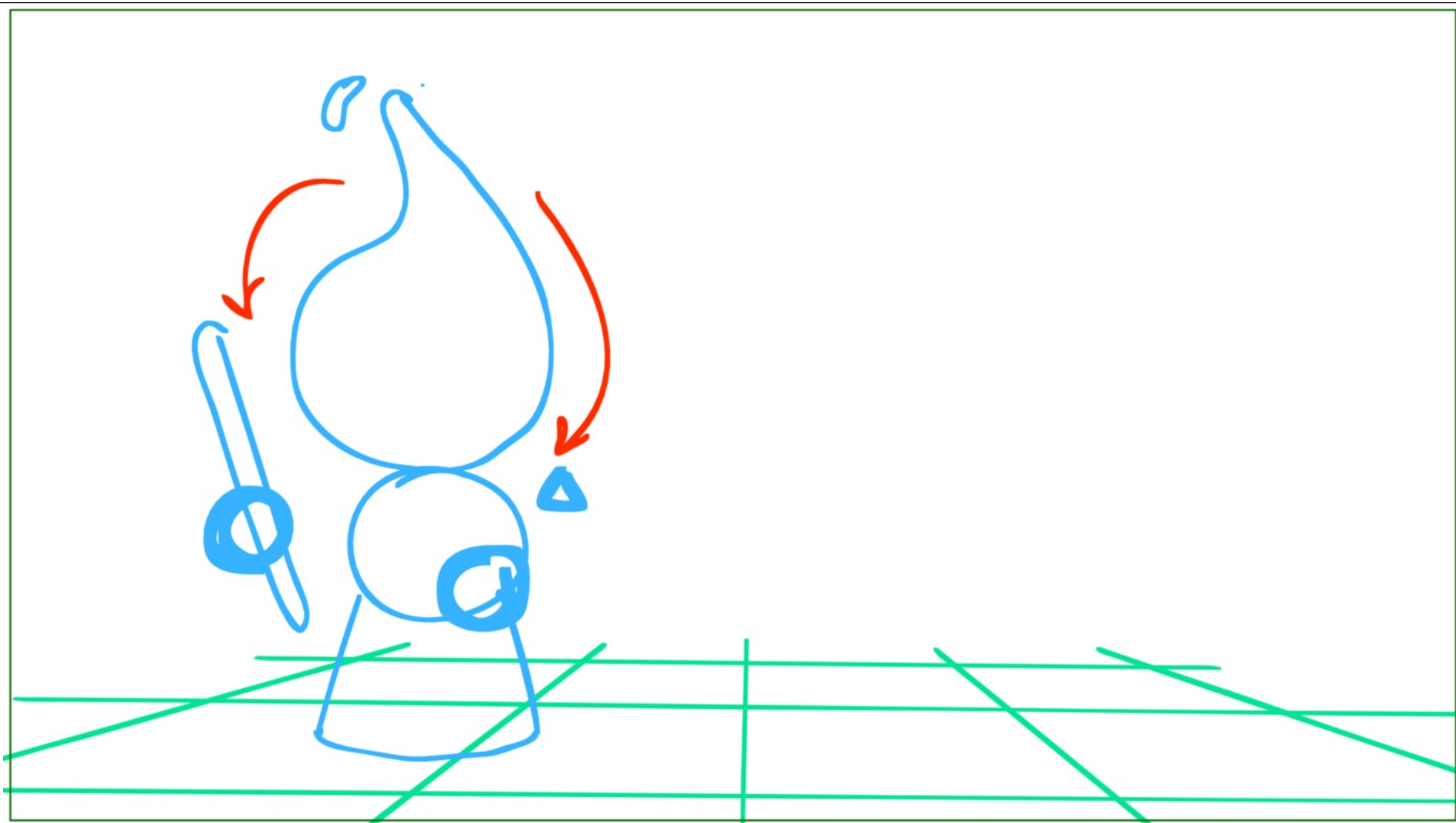
B: (o/s) -- about two best friends ...

Scene	Duration	Panel	Duration
51	11:12	6	00:23



Dialog  
sfx: [BWOING]

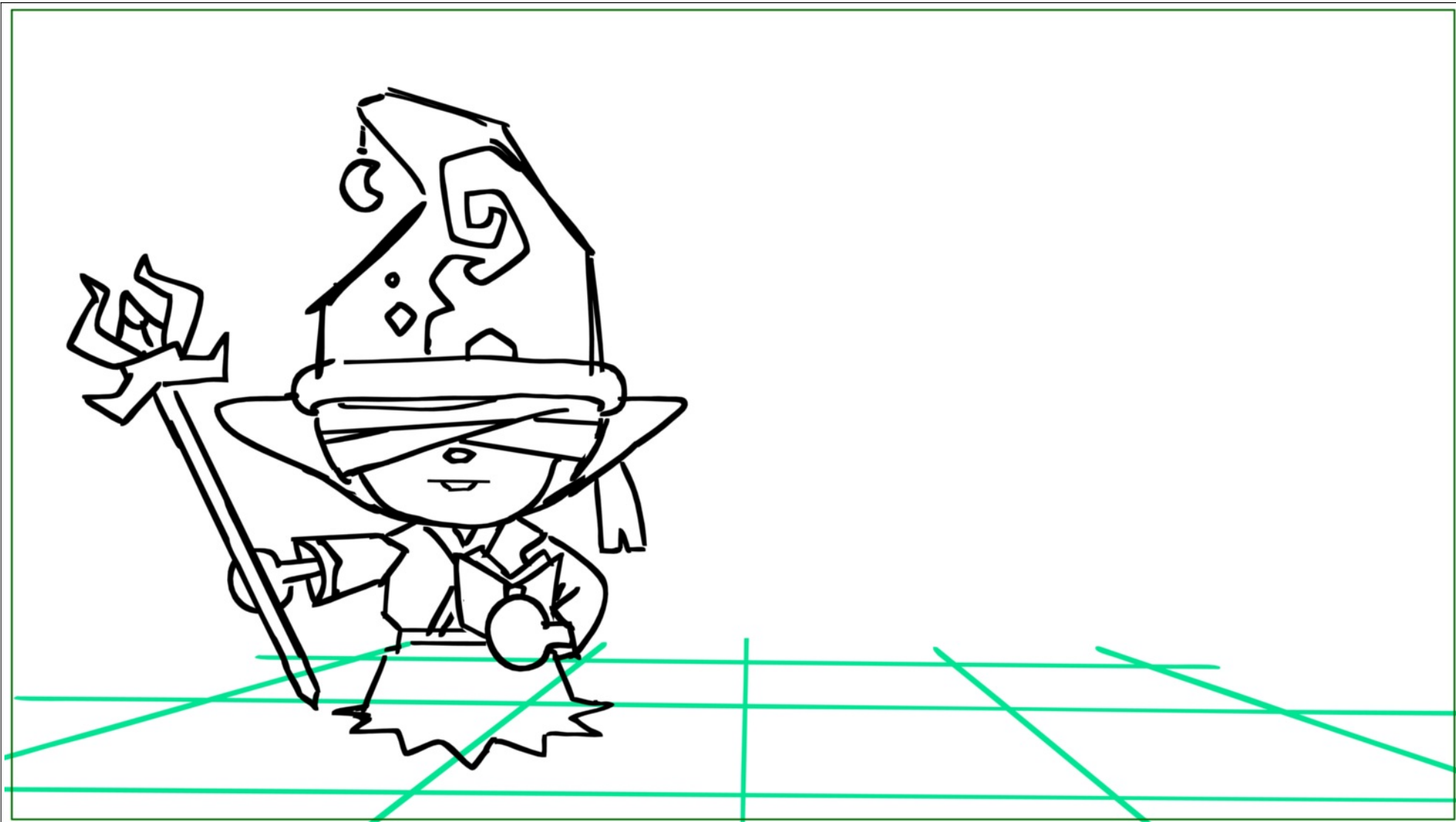
Scene	Duration	Panel	Duration
51	11:12	7	00:23



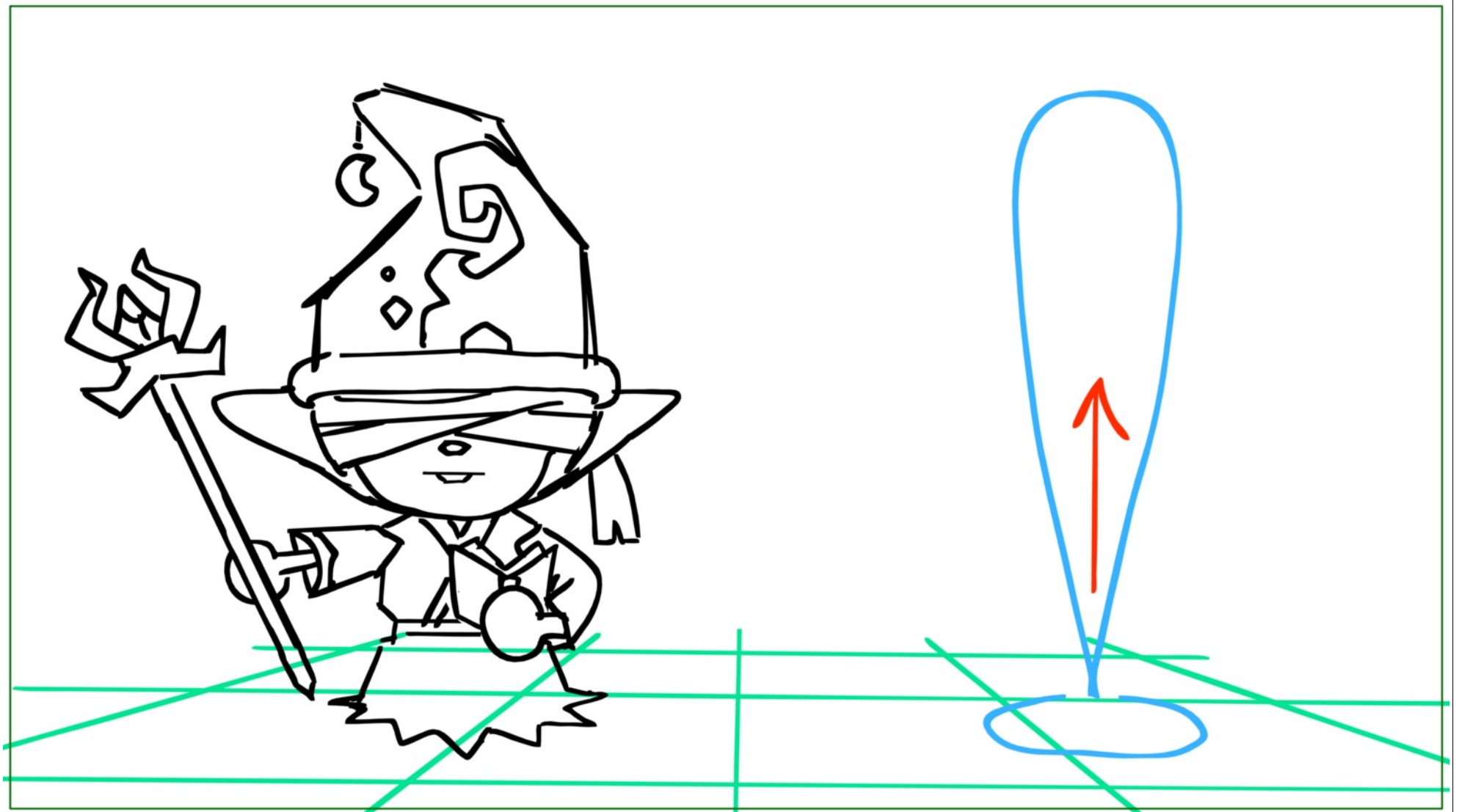
Dialog

B: (o/s) "Casper... [...]"

Scene	Duration	Panel	Duration
51	11:12	8	00:23

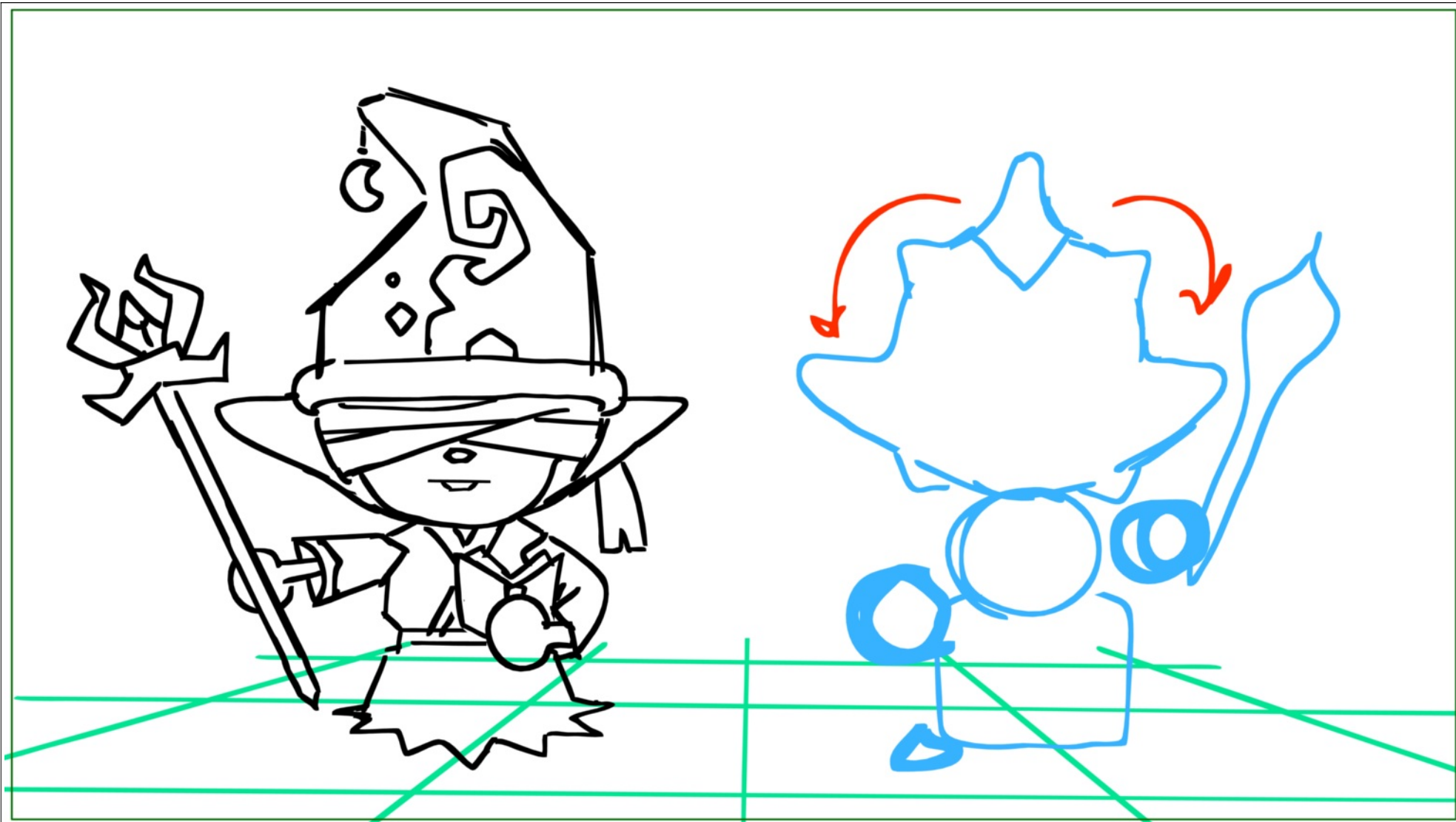


Scene	Duration	Panel	Duration
51	11:12	9	00:23



Dialog  
sfx: [BWOING]

Scene	Duration	Panel	Duration
51	11:12	10	00:23



Dialog

B: (o/s) "And Nova [...]"

Scene	Duration	Panel	Duration
51	11:12	11	00:23





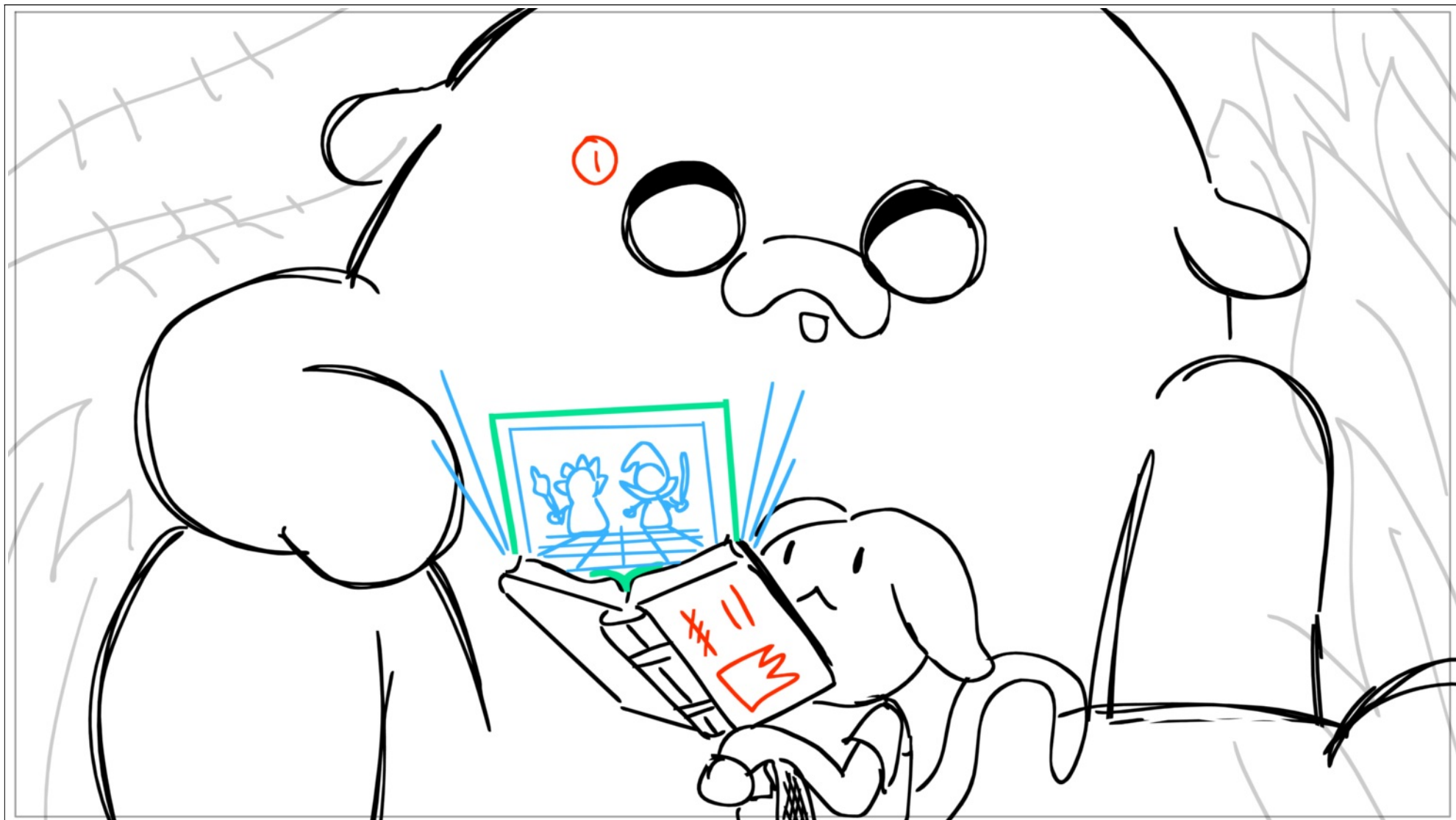
Scene	Duration	Panel	Duration
51	11:12	12	00:23



Action Notes  
NOVA smiles at CASPER



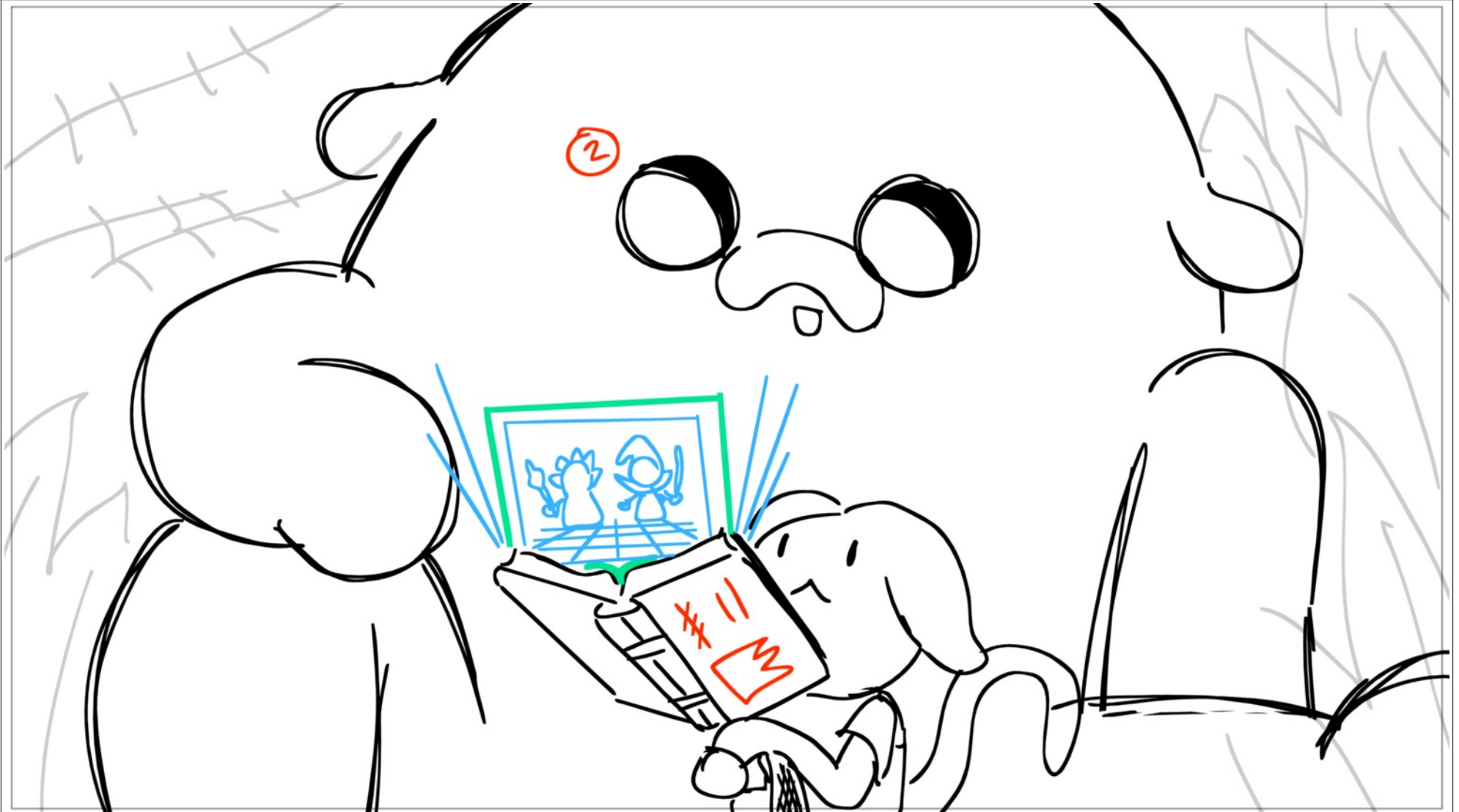
Scene	Duration	Panel	Duration
52	01:22	1	00:23



Dialog

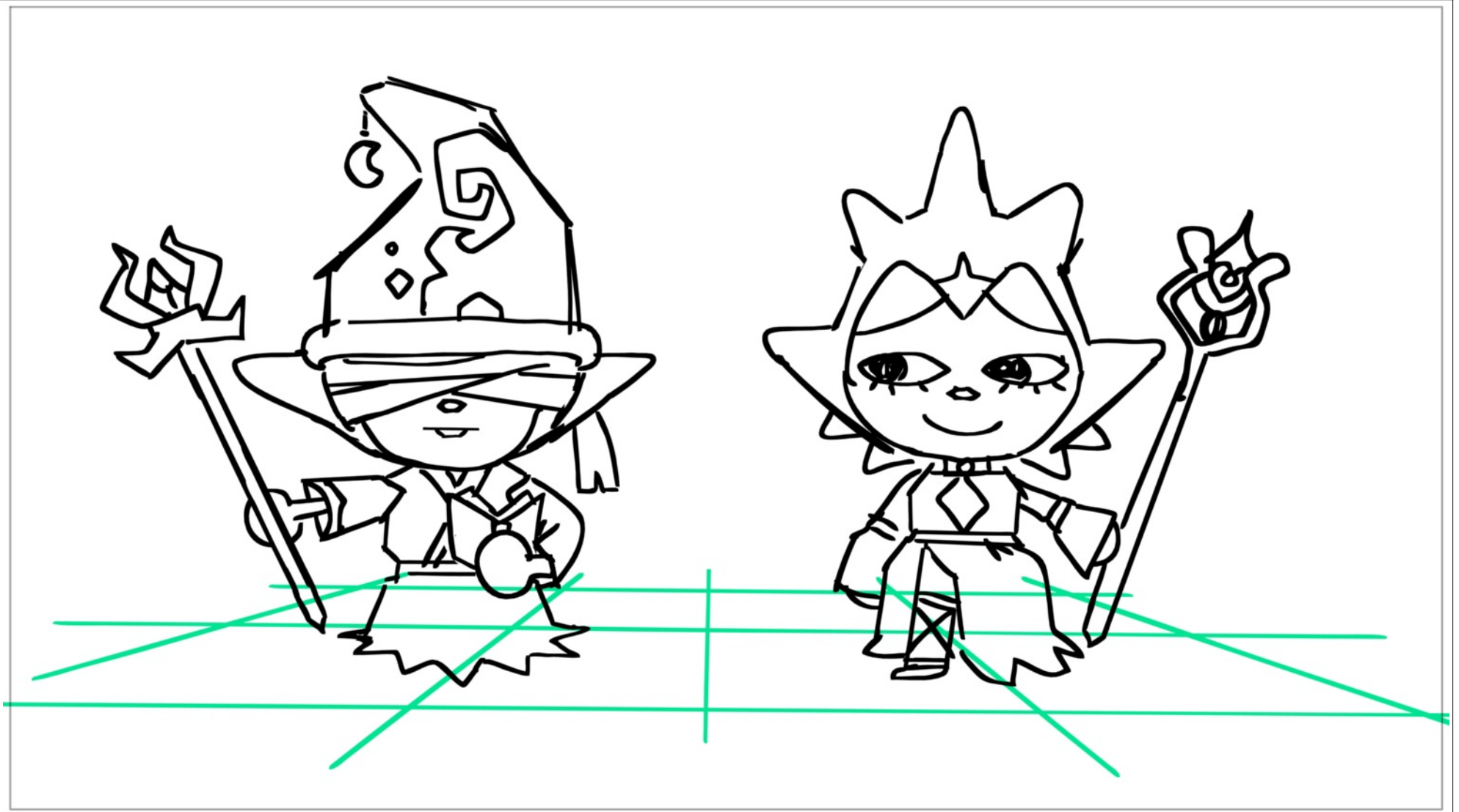
BETH: They are both --

Scene	Duration	Panel	Duration
52	01:22	2	00:23



Dialog  
BETH: great explorers.

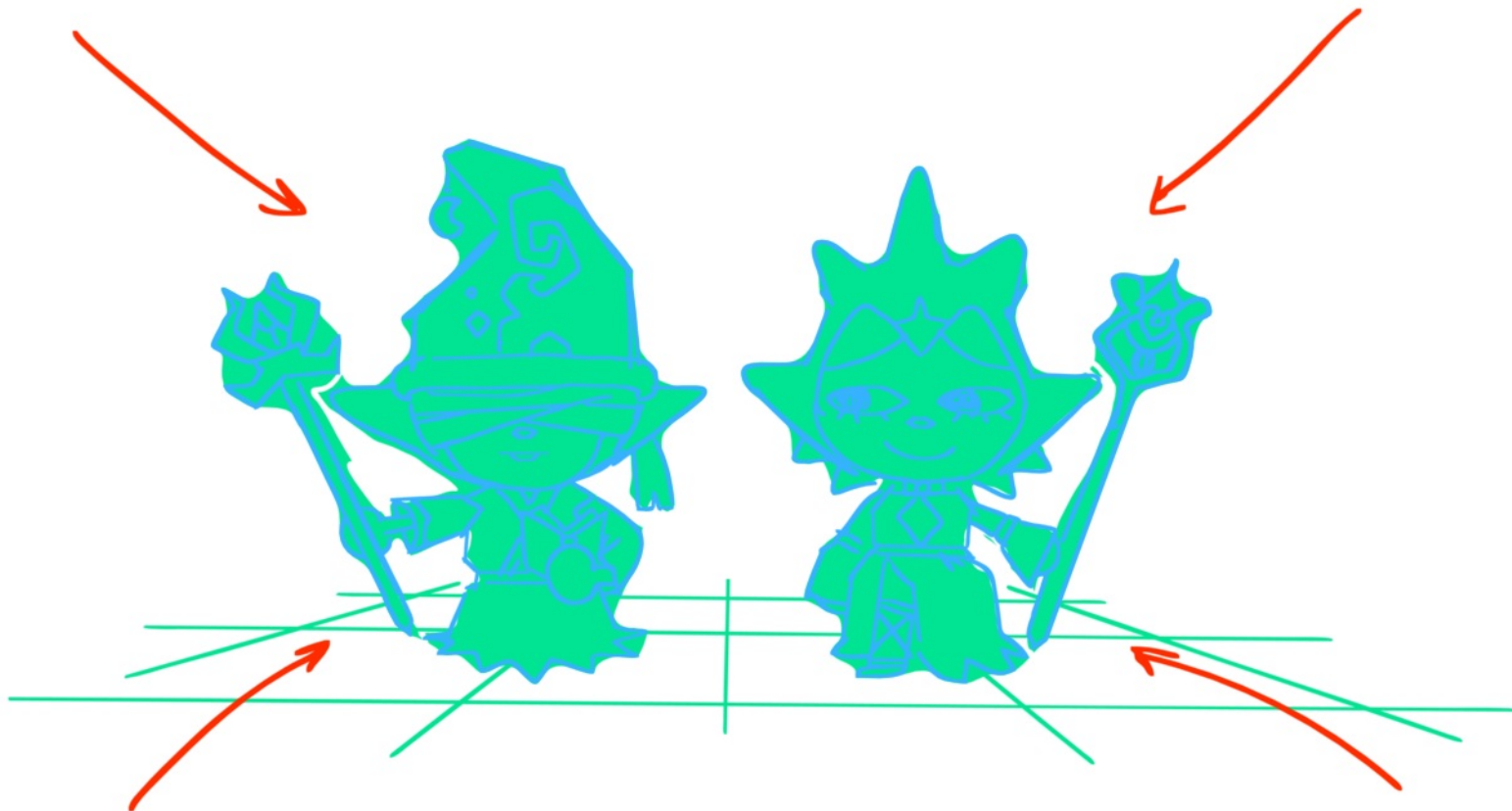
Scene	Duration	Panel	Duration
53	13:10	1	00:23



Dialog

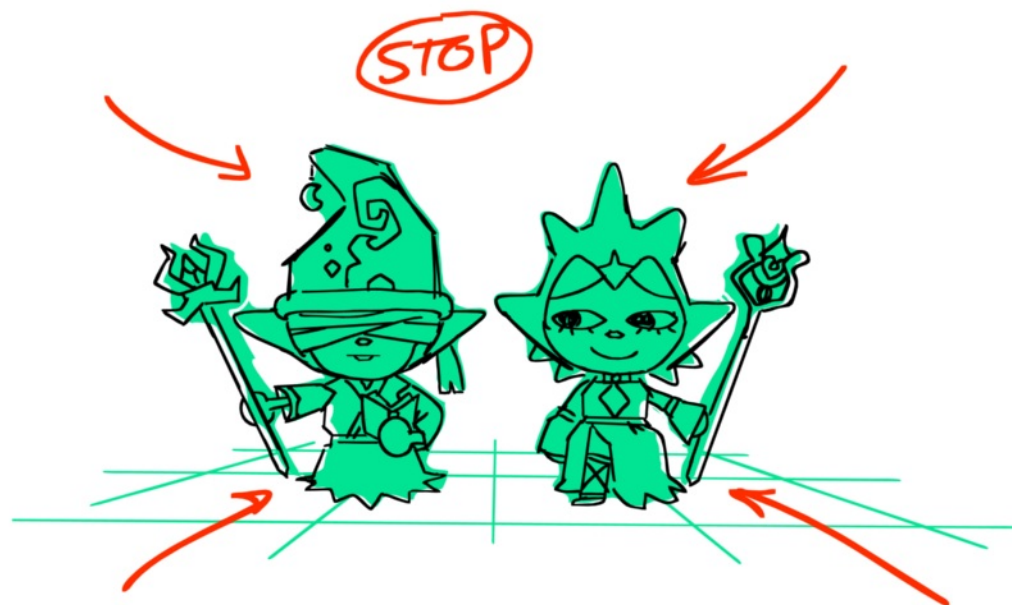
B: (o/s) We meet them --

Scene	Duration	Panel	Duration
53	13:10	2	00:23



Action Notes  
C & N scale down

Scene	Duration	Panel	Duration
53	13:10	3	00:23



Dialog

B: (o/s) here on their great quest --

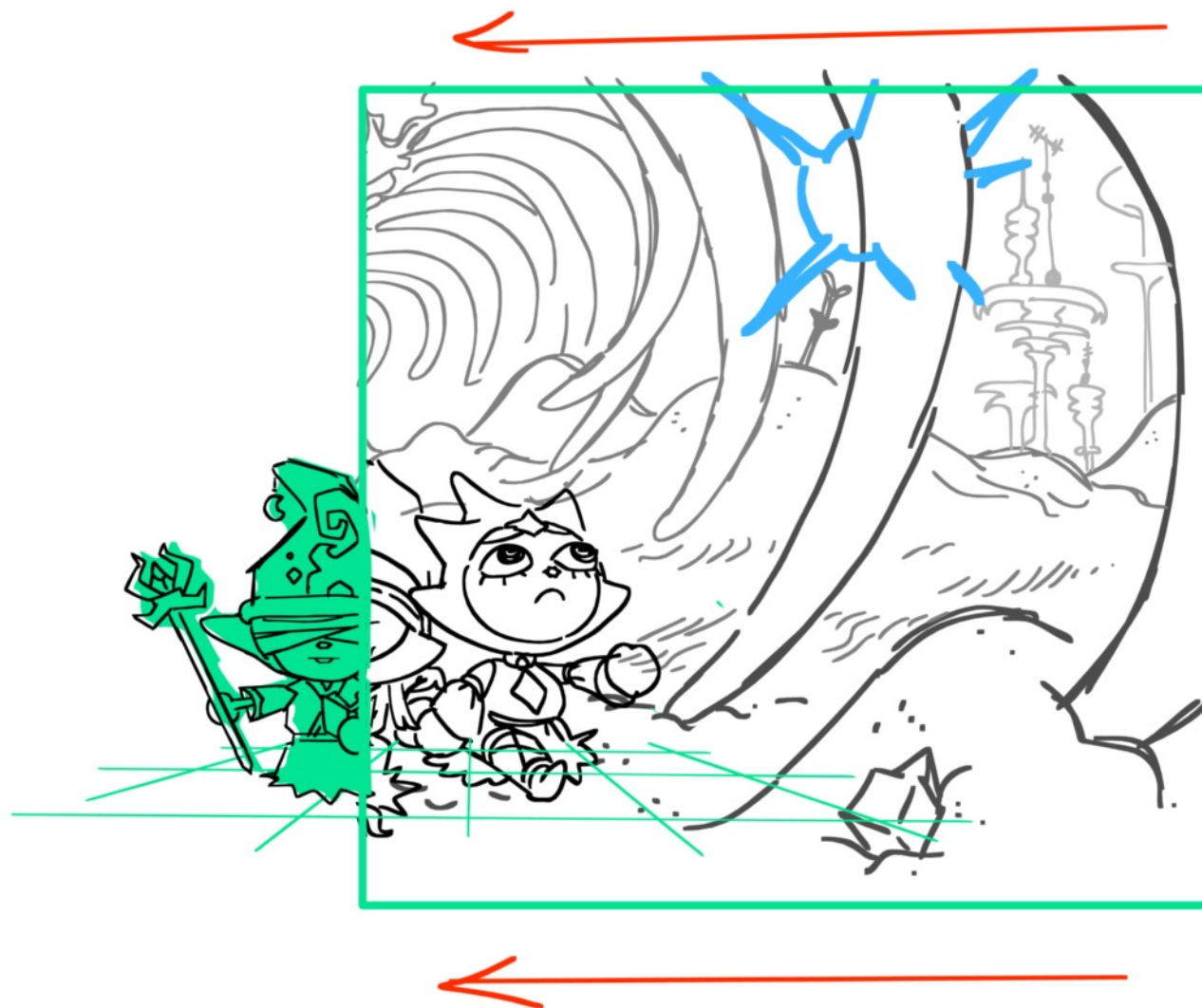
Scene	Duration	Panel	Duration
53	13:10	4	00:23



Action Notes  
storybook border moves on/s



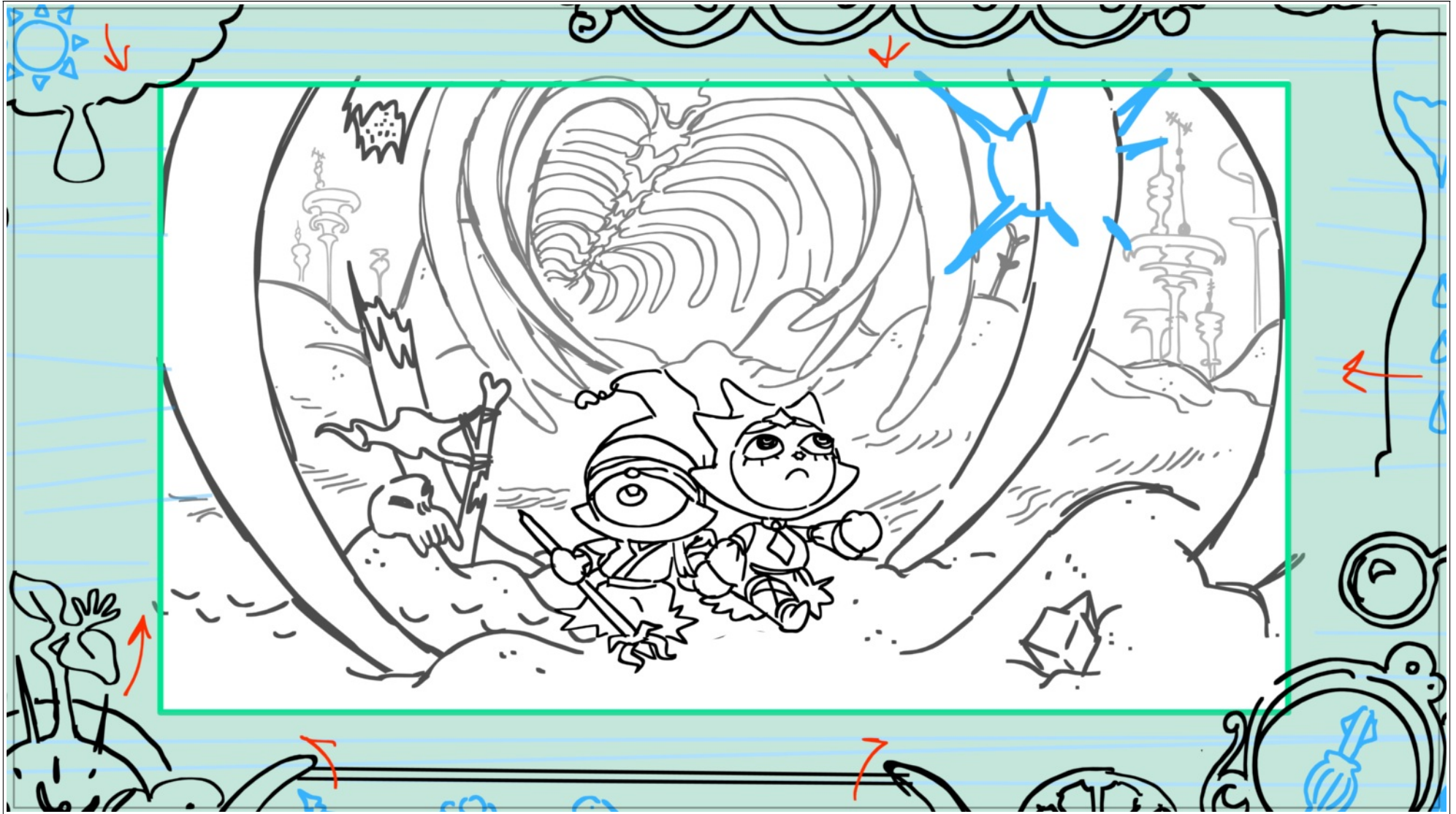
Scene	Duration	Panel	Duration
53	13:10	5	00:23



### Dialog

B: (o/s) -- to document and preserve -- [...]

Scene	Duration	Panel	Duration
	53	13:10	6
			00:23

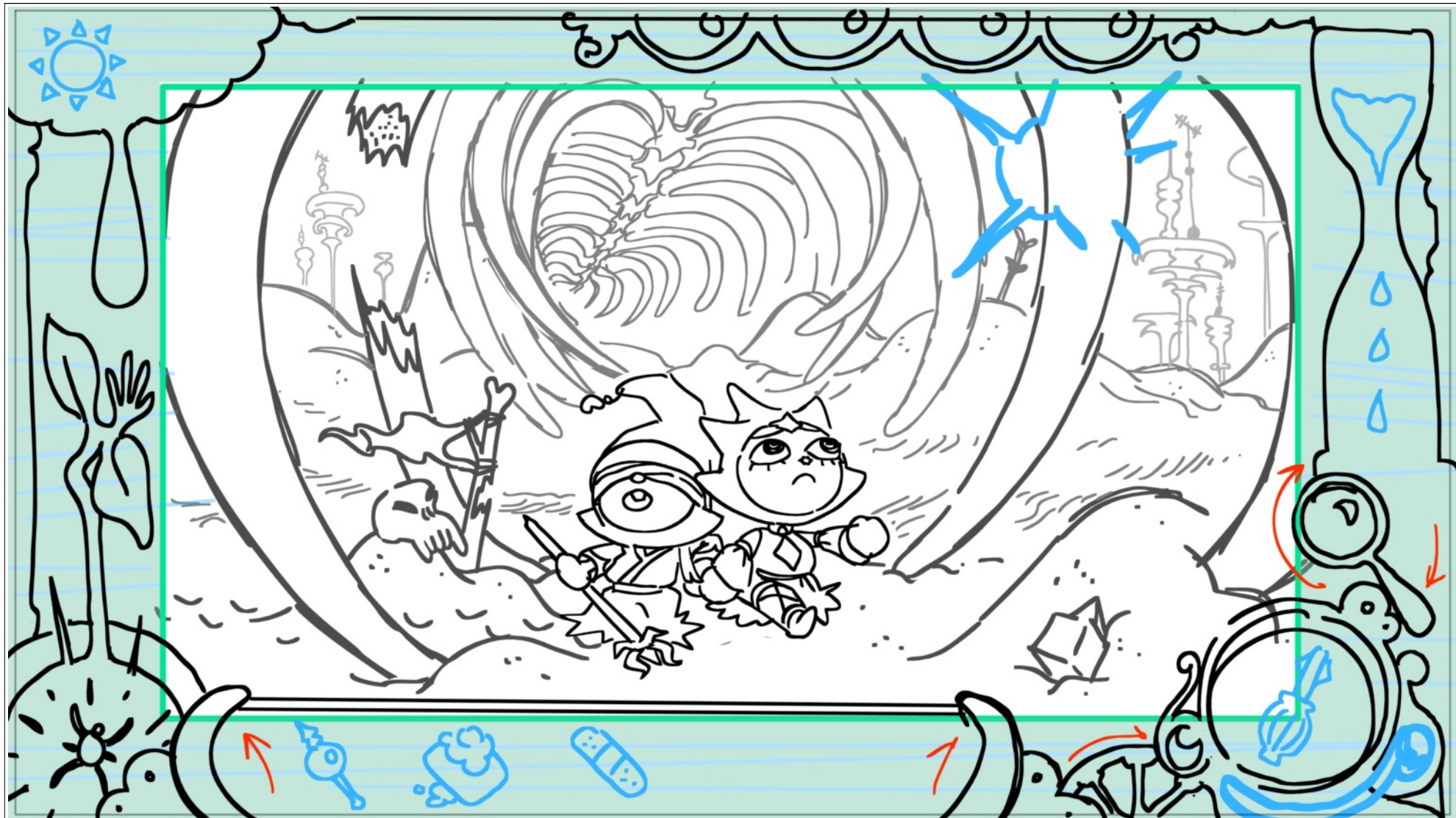


Action Notes

"Game UI" slides on/s for rest of scene



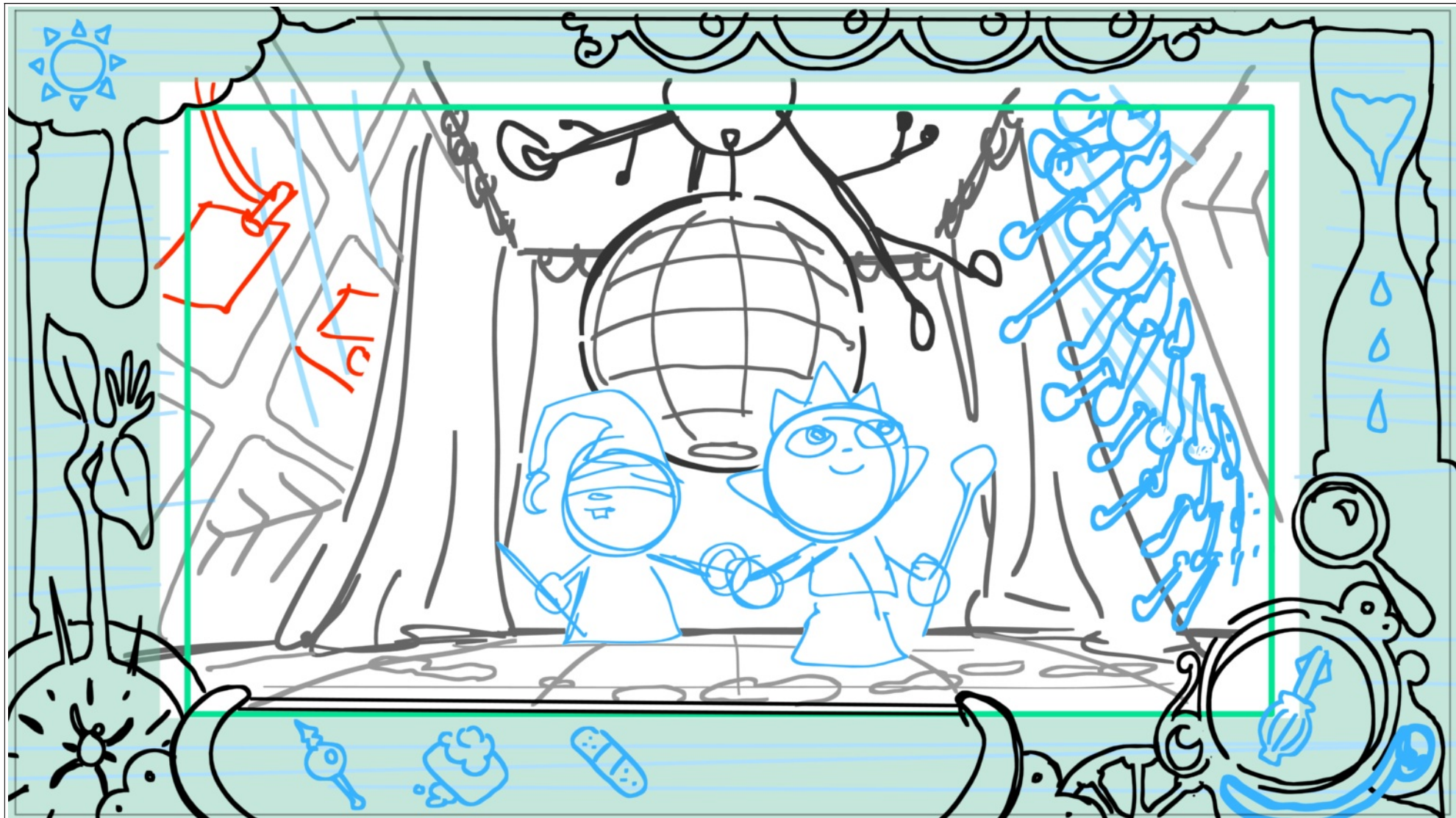
Scene	Duration	Panel	Duration
	53	13:10	7
			00:23



### Action Notes

UI appears (sprout growing out of clock, toolbar, hourglass, wheels etc [...])

Scene	Duration	Panel	Duration
53	13:10	8	00:23

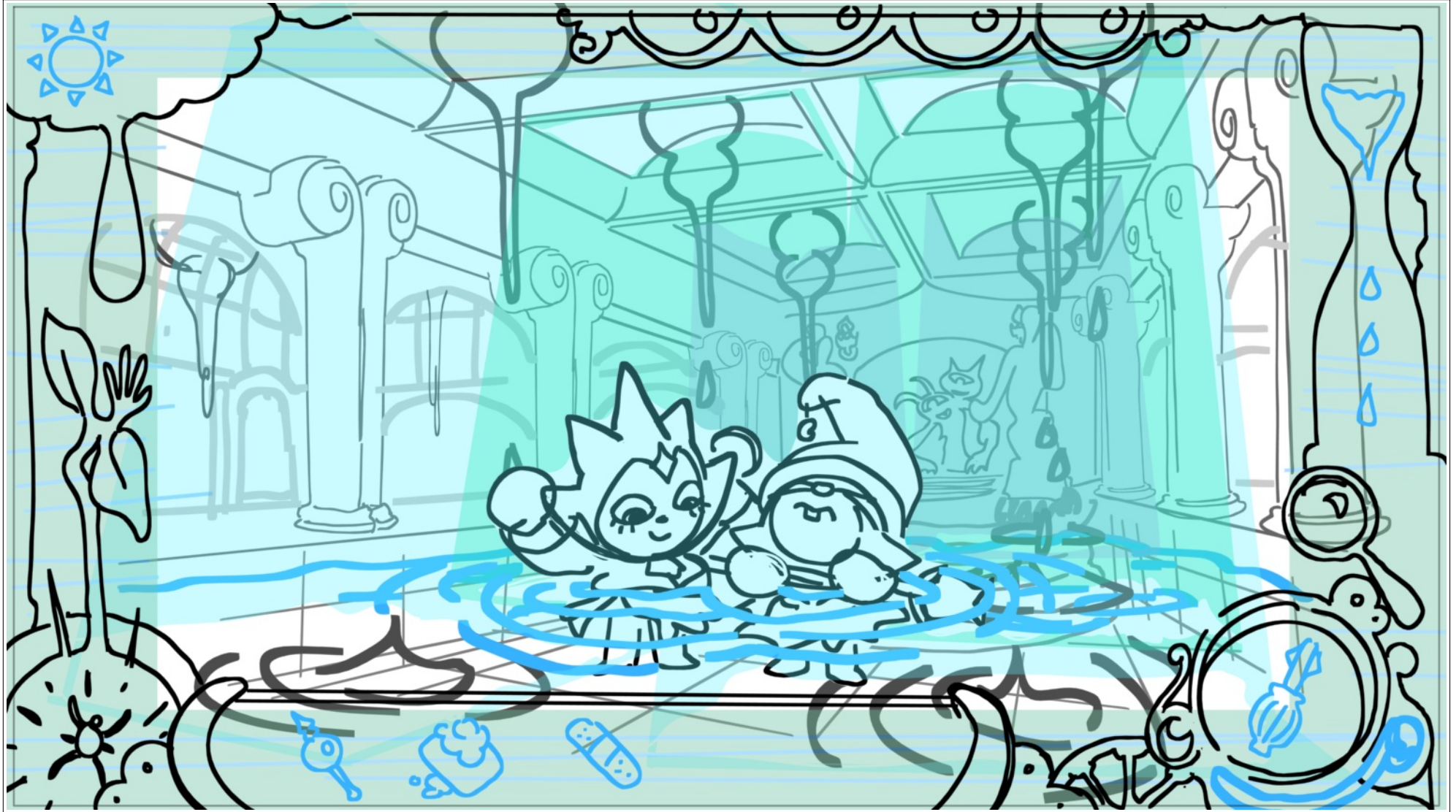


Dialog

B: (o/s) important talismans [...] .



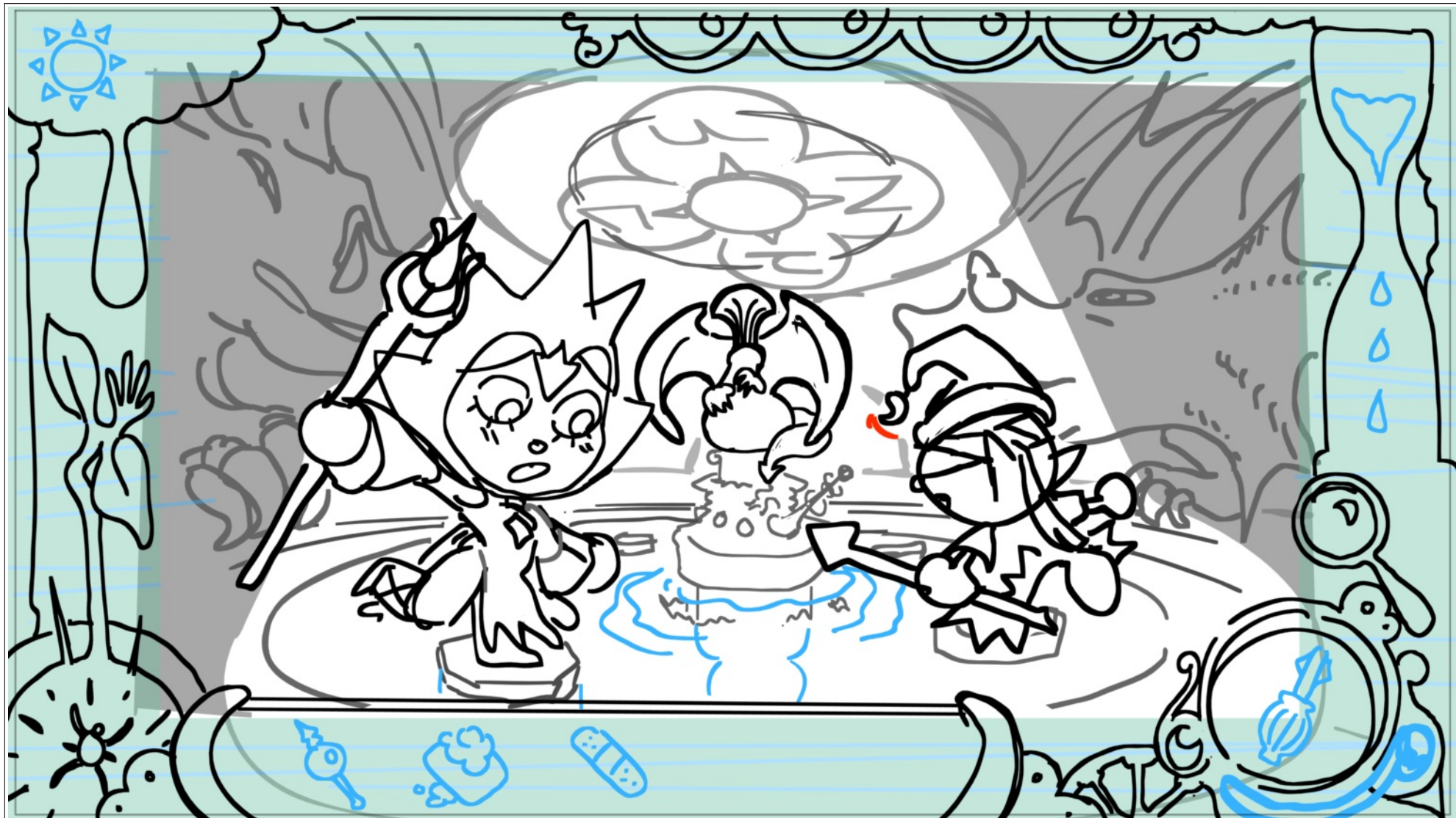
Scene	Duration	Panel	Duration
53	13:10	9	00:23



#### Action Notes

[BG: C & N floating in a shallow pool surrounded by marble columns and strange statues. There are lots of sky lights]

Scene	Duration	Panel	Duration
	53	13:10	10
			00:23

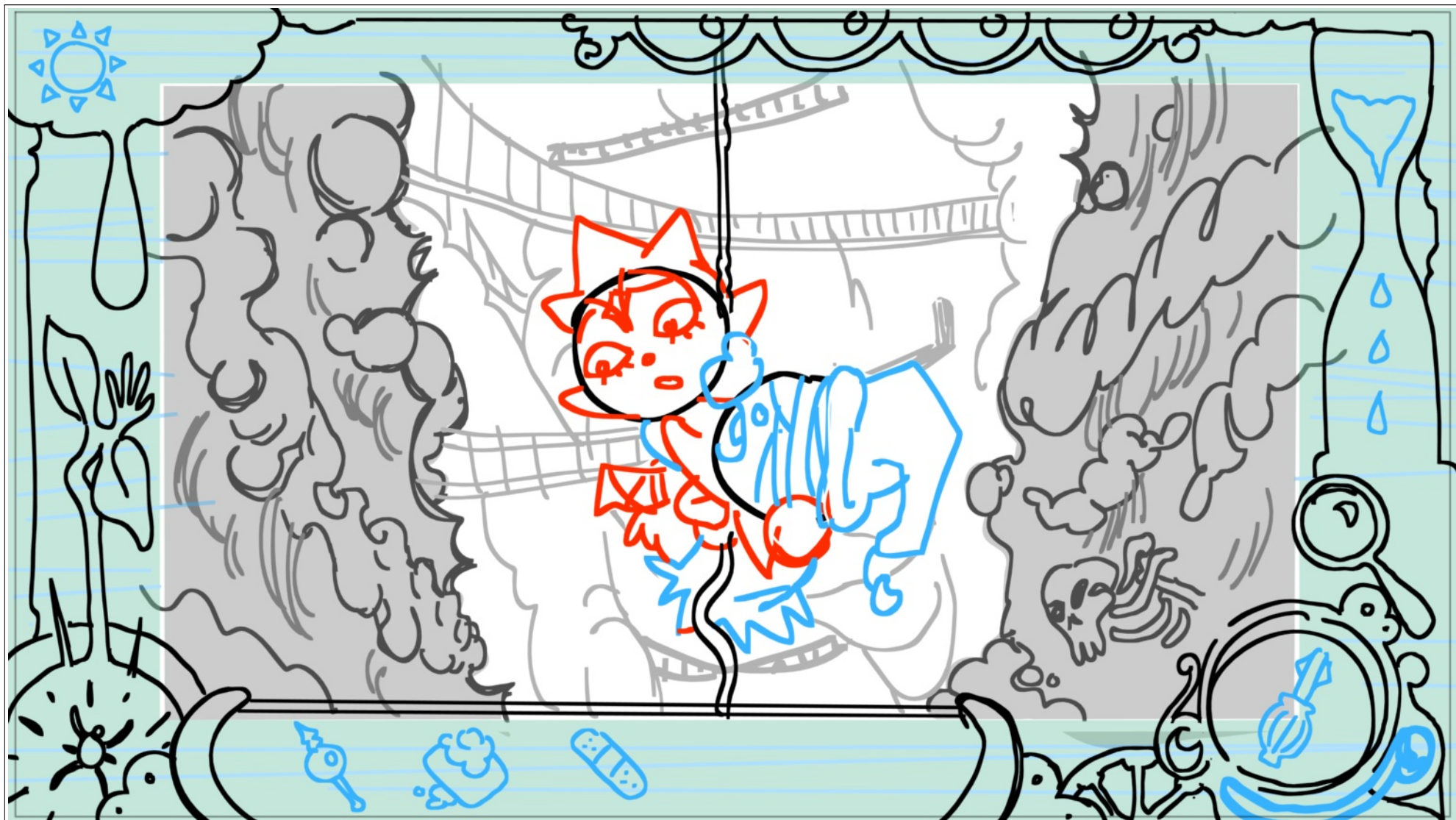


### Action Notes

[BG: Underground cave with monster statues and a pool in the center. C & N are balancing on stepping stones around a statue in center of pool. Light comes from a [...]



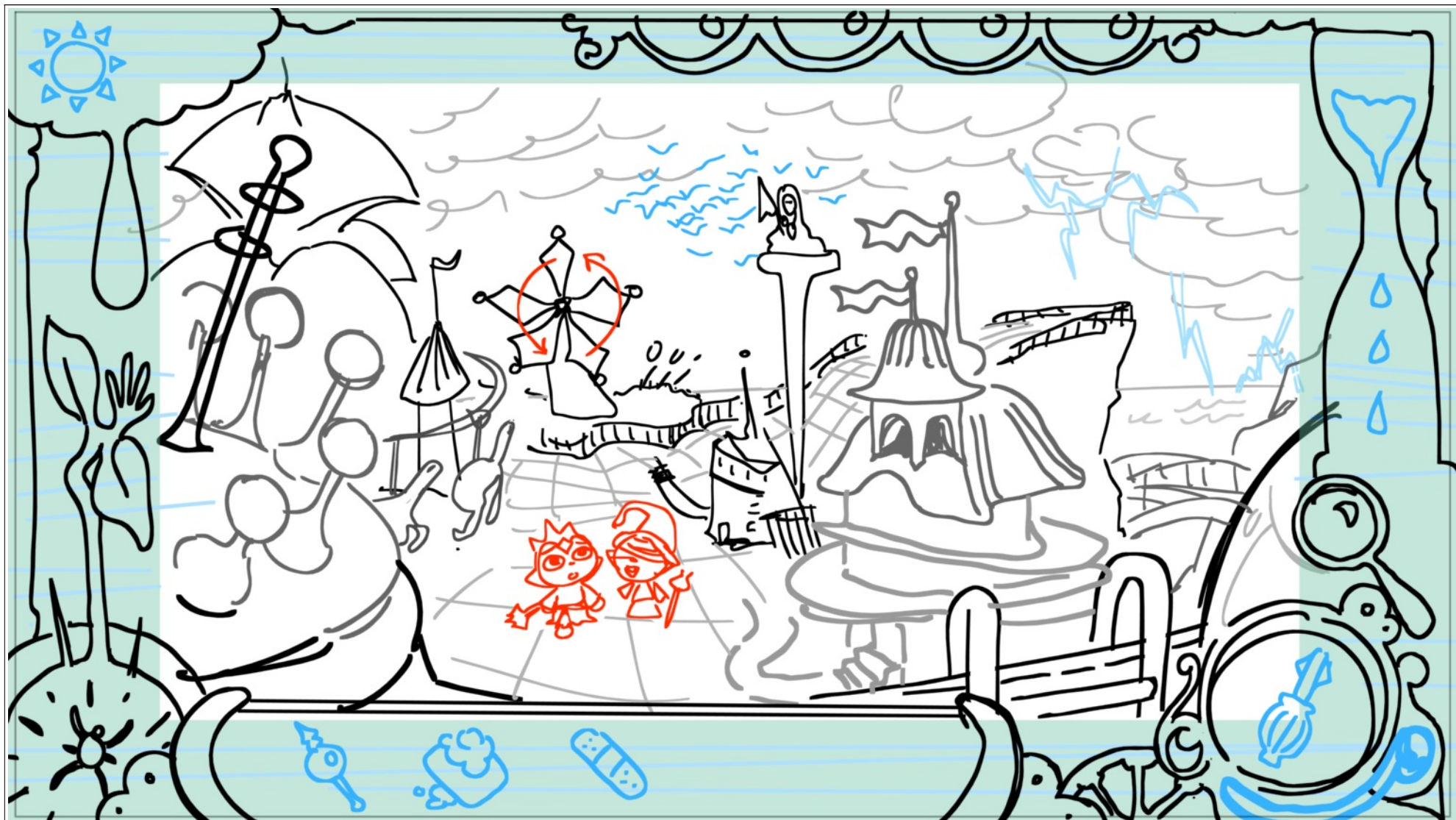
Scene	Duration	Panel	Duration
53	13:10	11	00:23



Dialog

B: (o/s) They journeyed through the Gobblebad Caverns,

Scene	Duration	Panel	Duration
53	13:10	12	00:23



Dialog

B: (o/s) and stay the night in a local village tavern [...].



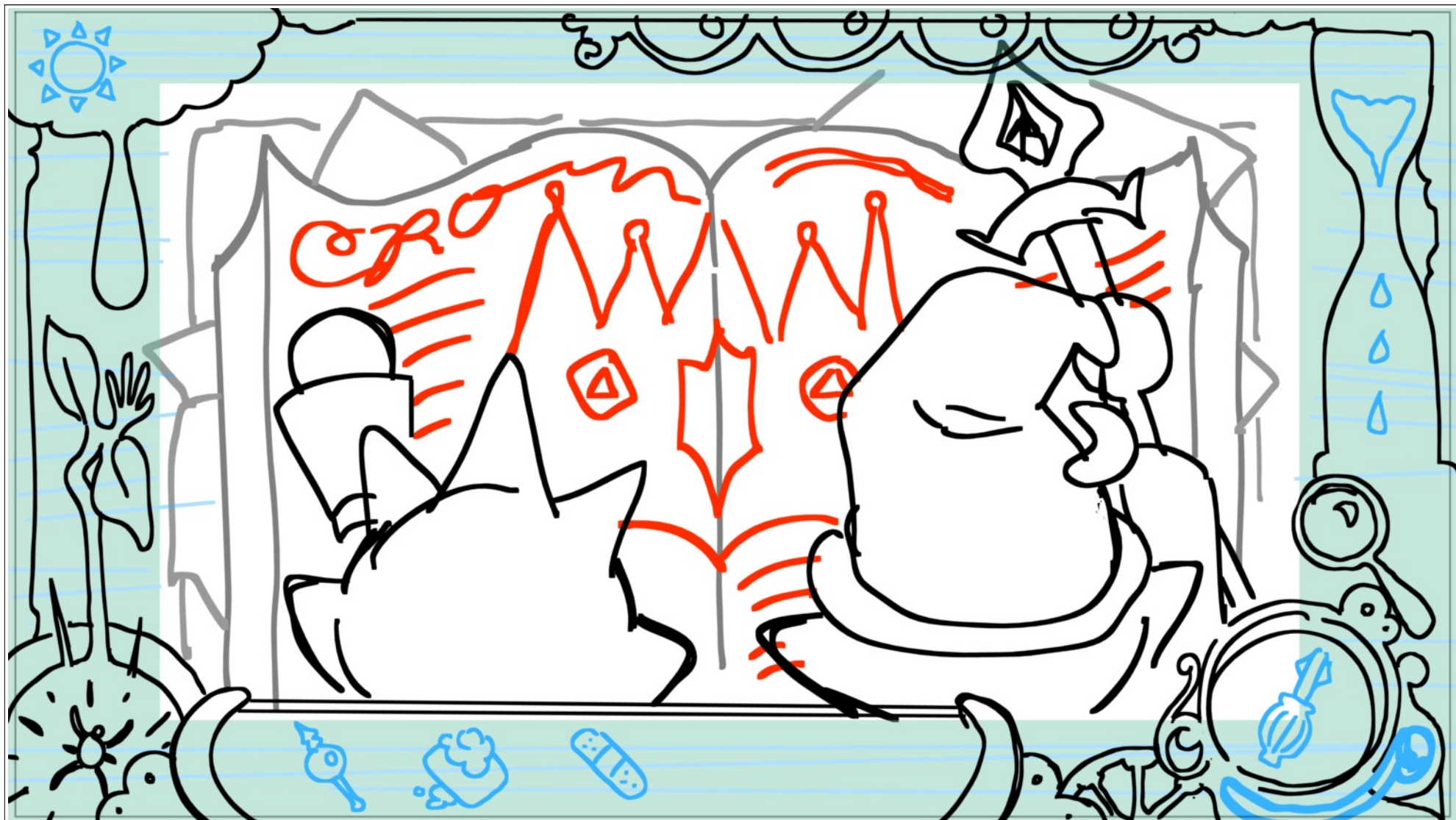
Scene	Duration	Panel	Duration
	53	13:10	13
			00:23



Dialog

B: (o/s) They hear a rumor about --

Scene	Duration	Panel	Duration
53	13:10	14	00:23

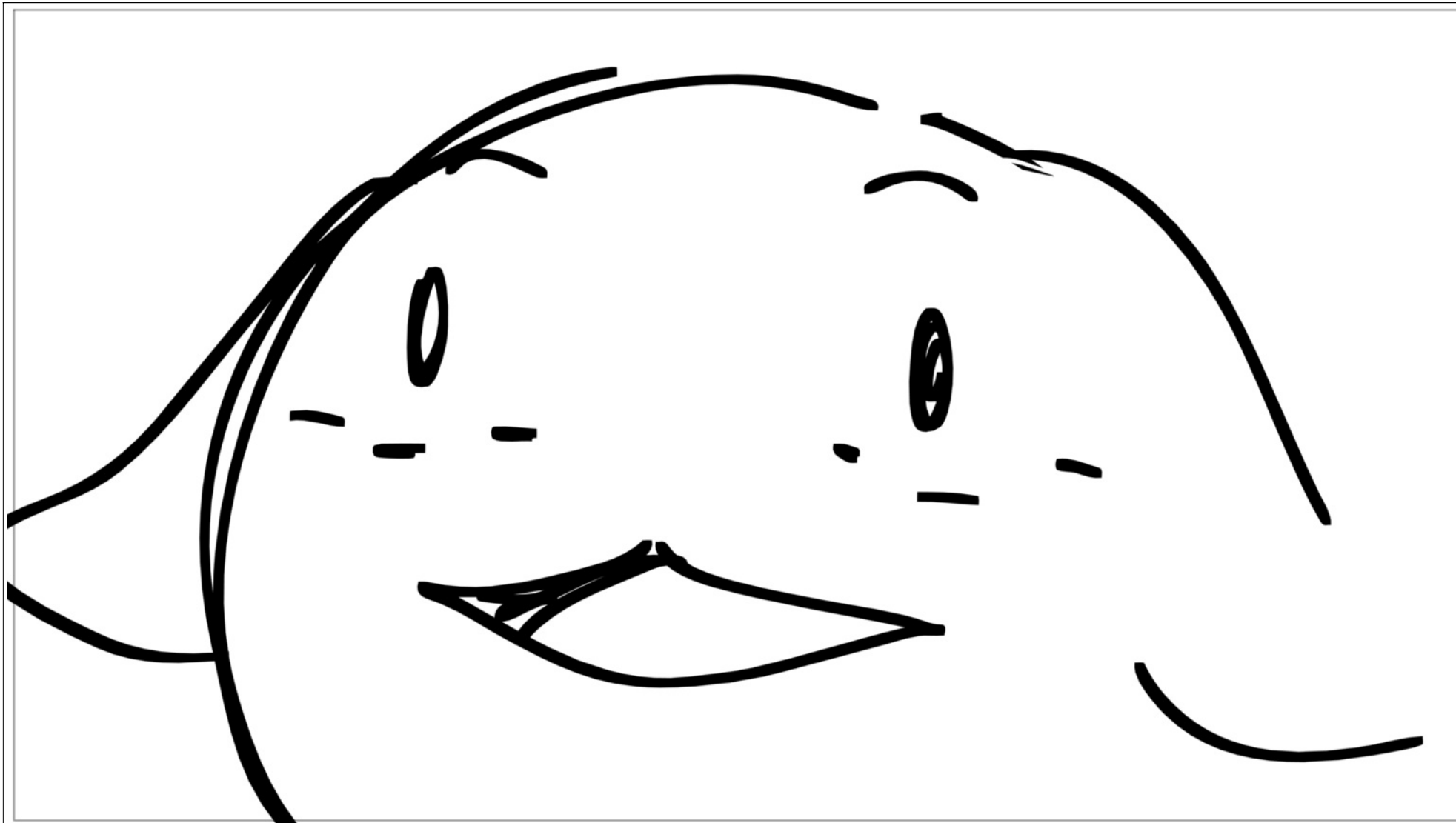


Dialog

B: (o/s) a magic crown --



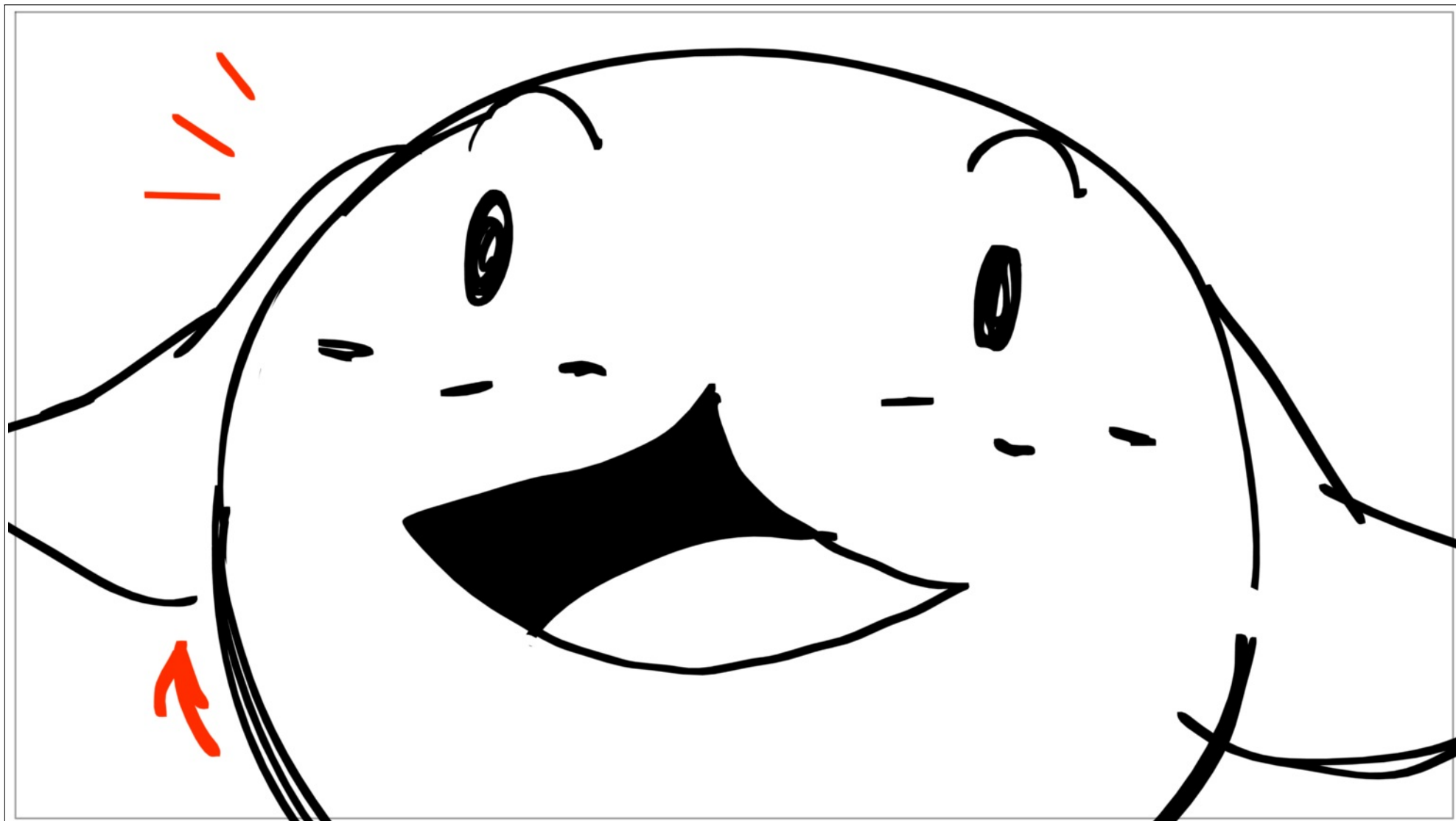
Scene	Duration	Panel	Duration
54	01:22	1	00:23



Dialog

S: Crown .. [...] .

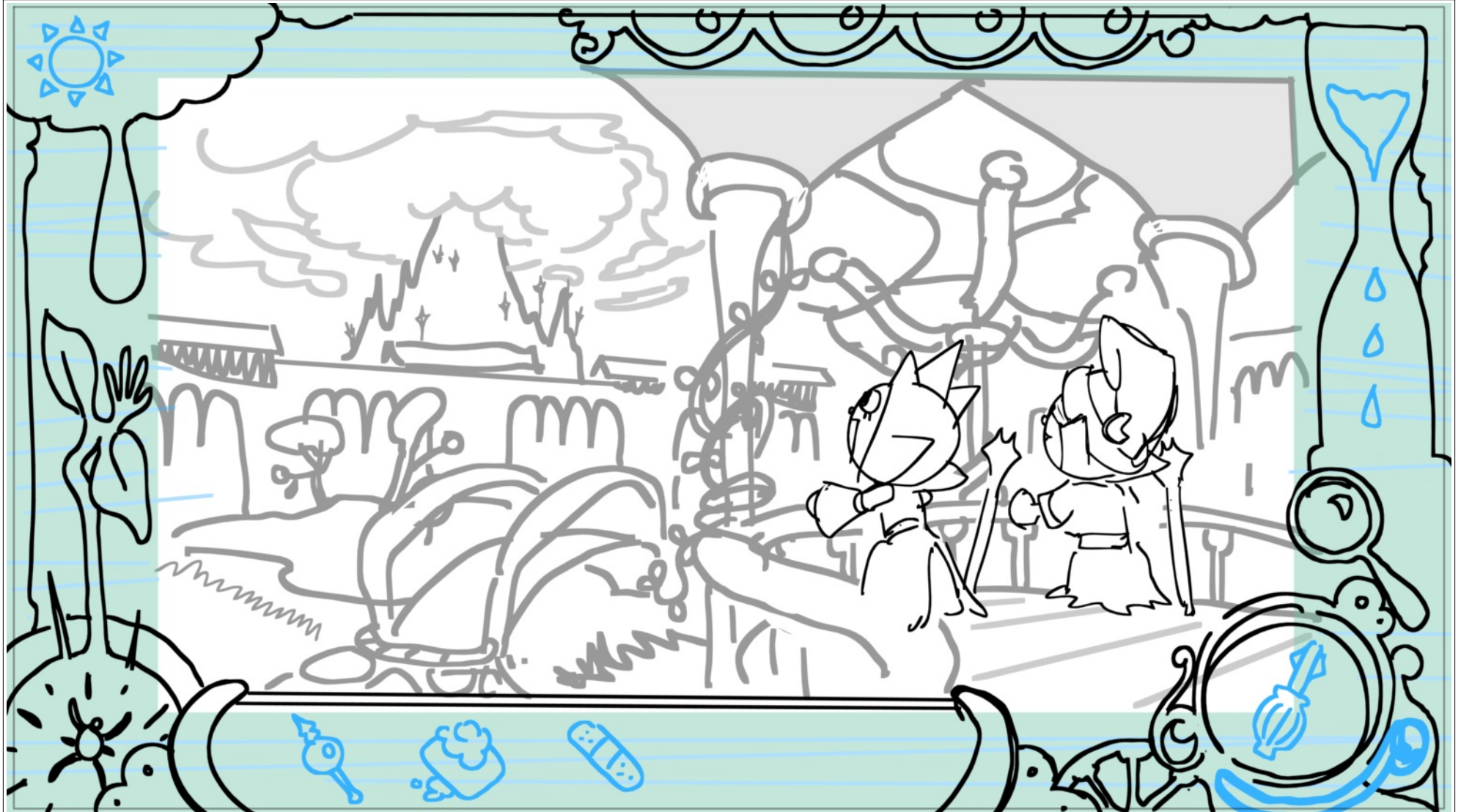
Scene	Duration	Panel	Duration
54	01:22	2	00:23



Dialog

S: Crown .. [...] .

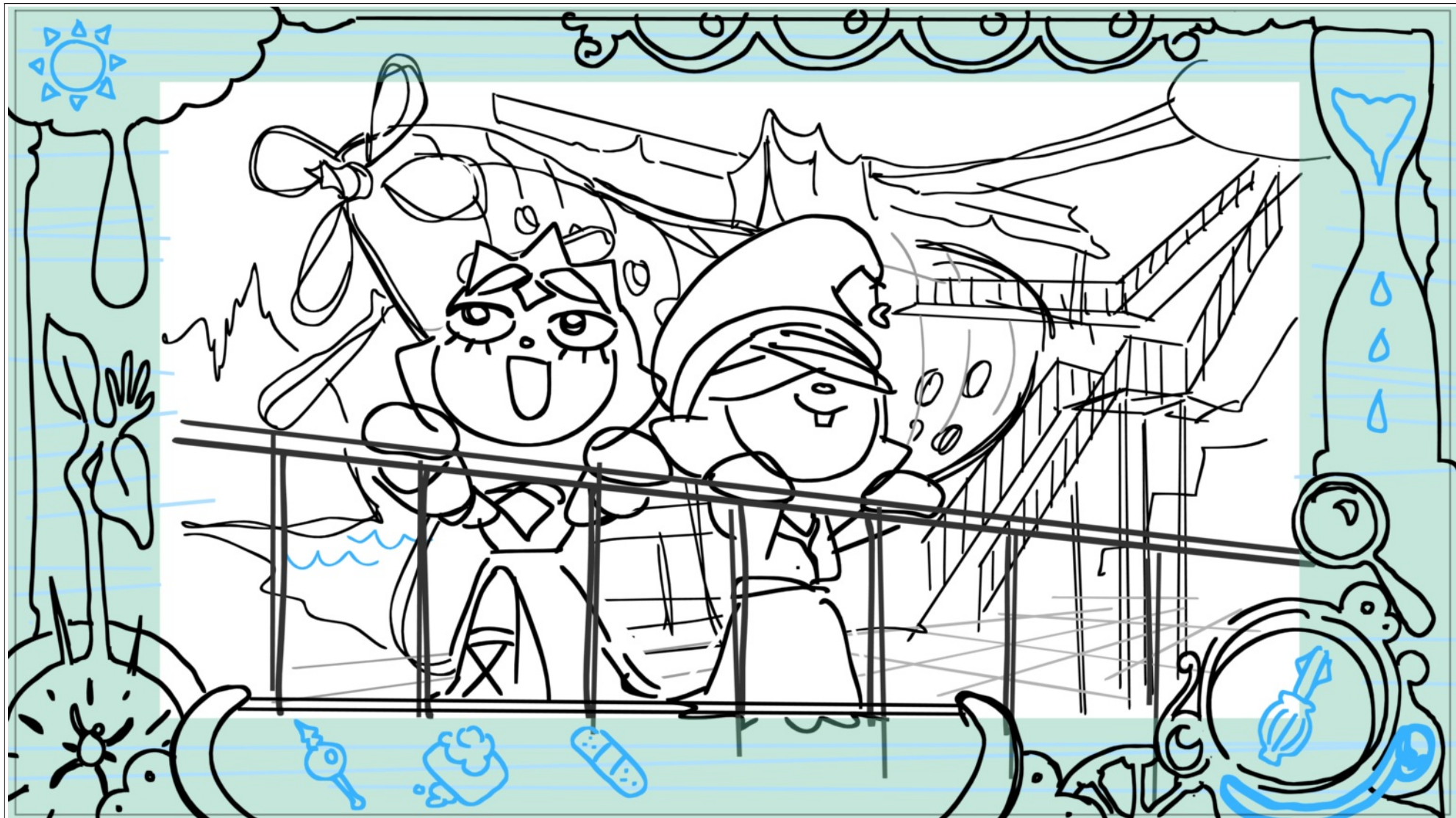
Scene	Duration	Panel	Duration
	55	16:06	1
			00:23



Dialog

B: (o/s) A crown guarded by --

Scene	Duration	Panel	Duration
	55	16:06	2
			00:23

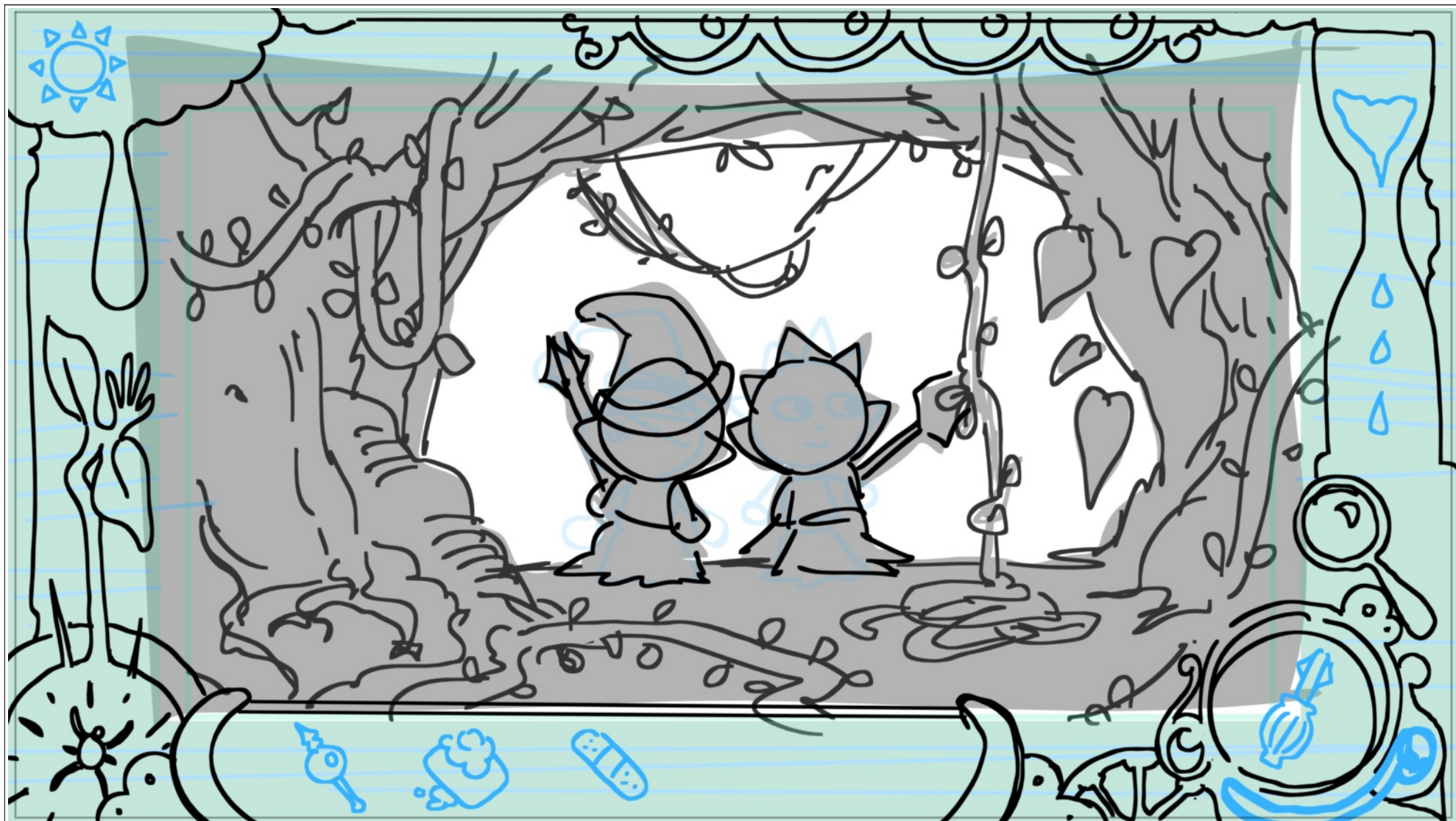


Dialog

B: (o/s) a deadly Fire Tiger --



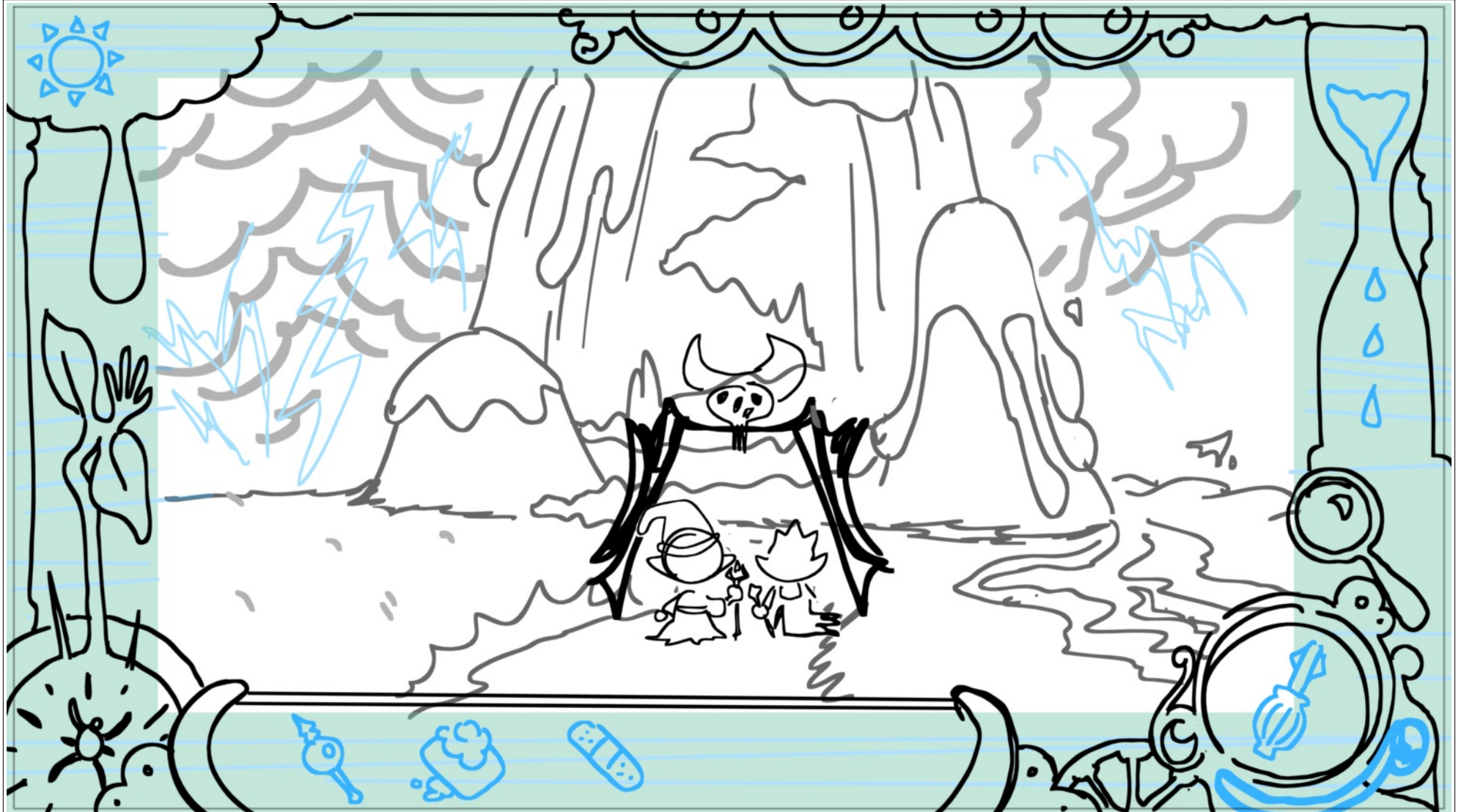
Scene	Duration	Panel	Duration
	55	16:06	3
			00:23



Dialog

B: (o/s) who lives atop --

Scene	Duration	Panel	Duration
	55	16:06	4
			00:23

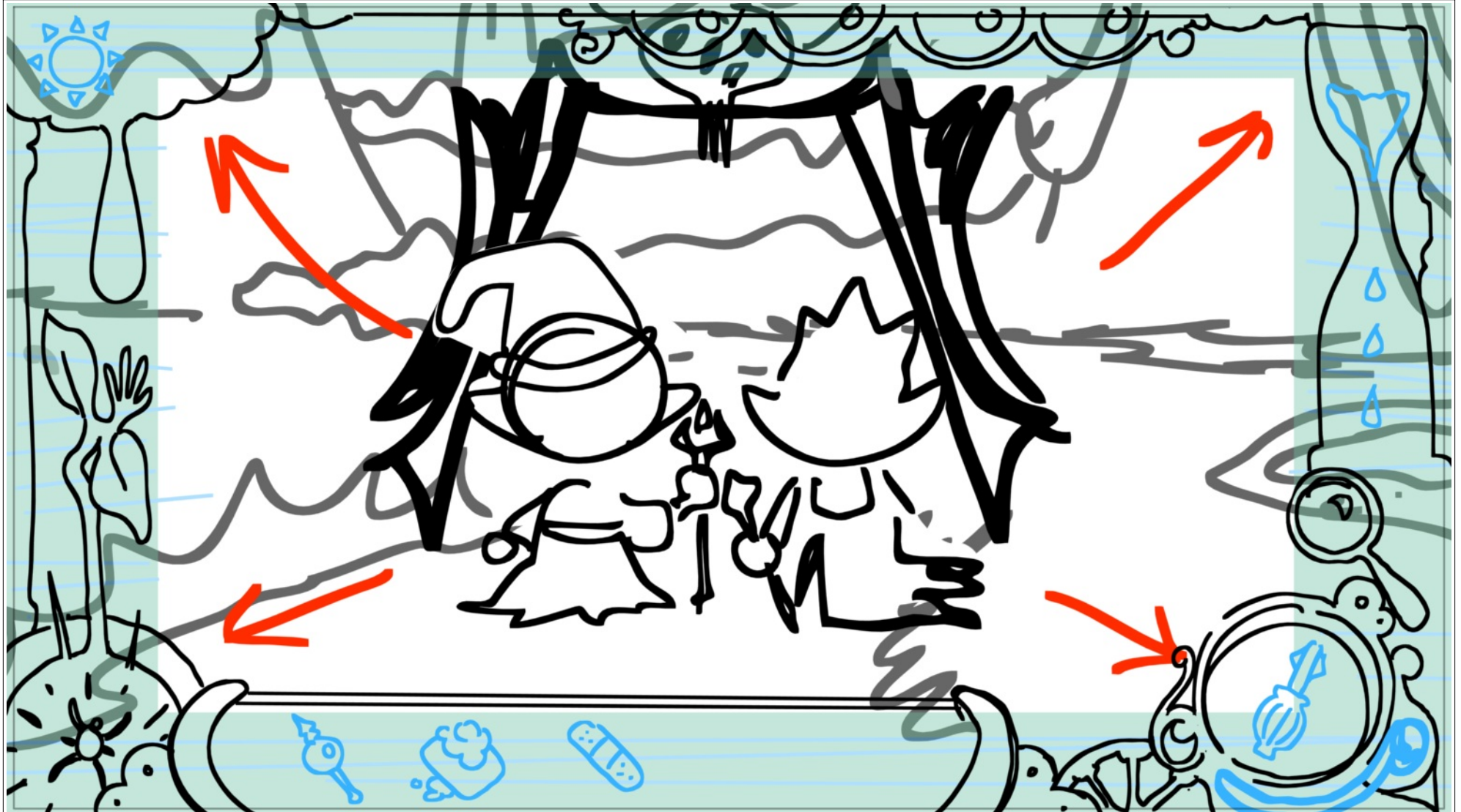


### Dialog

B: (o/s) -- the volcanic mountain of Yag.



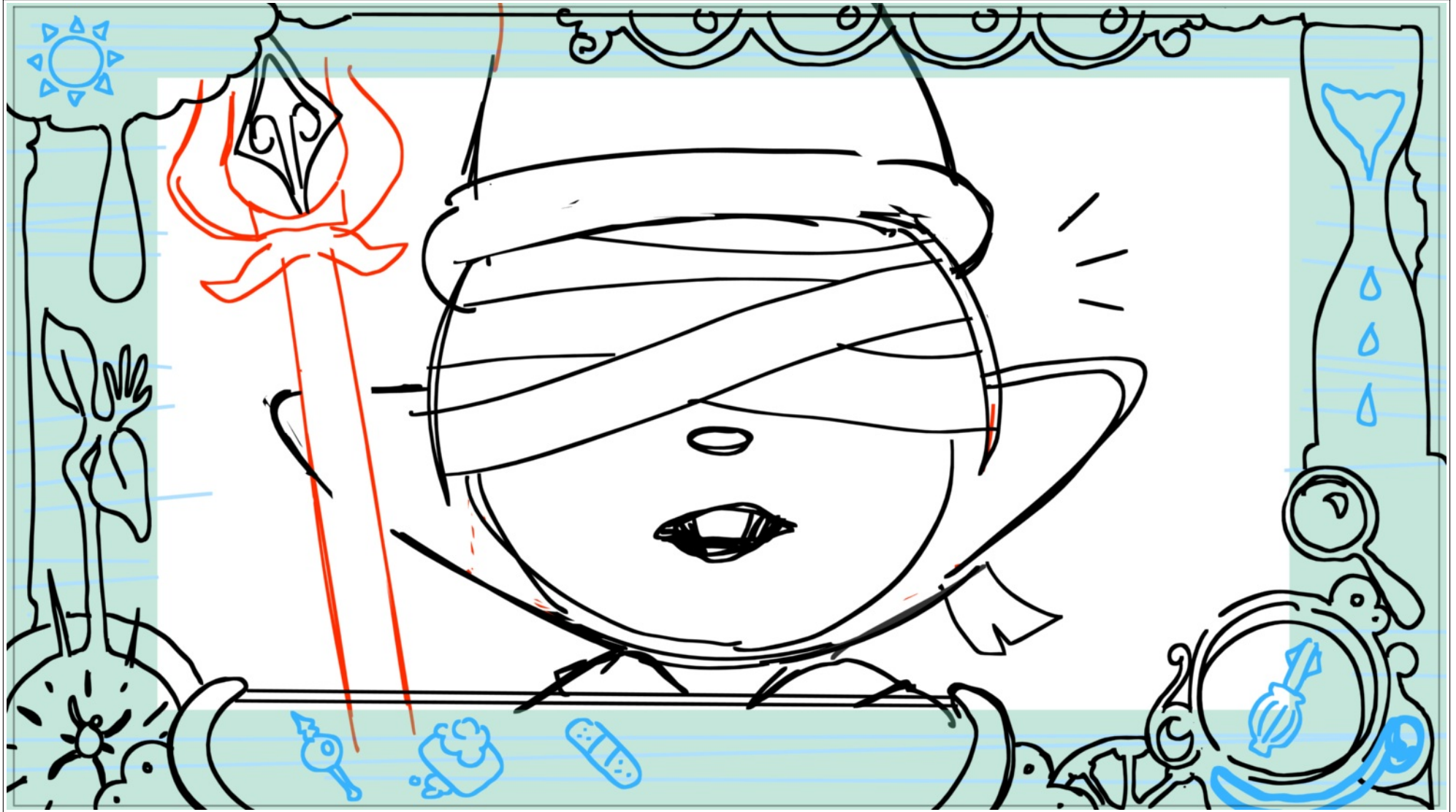
Scene	Duration	Panel	Duration
	55	16:06	5
			00:23



Dialog

B: (o/s) -- Yog...? Yag!

Scene	Duration	Panel	Duration
55	16:06	6	00:22

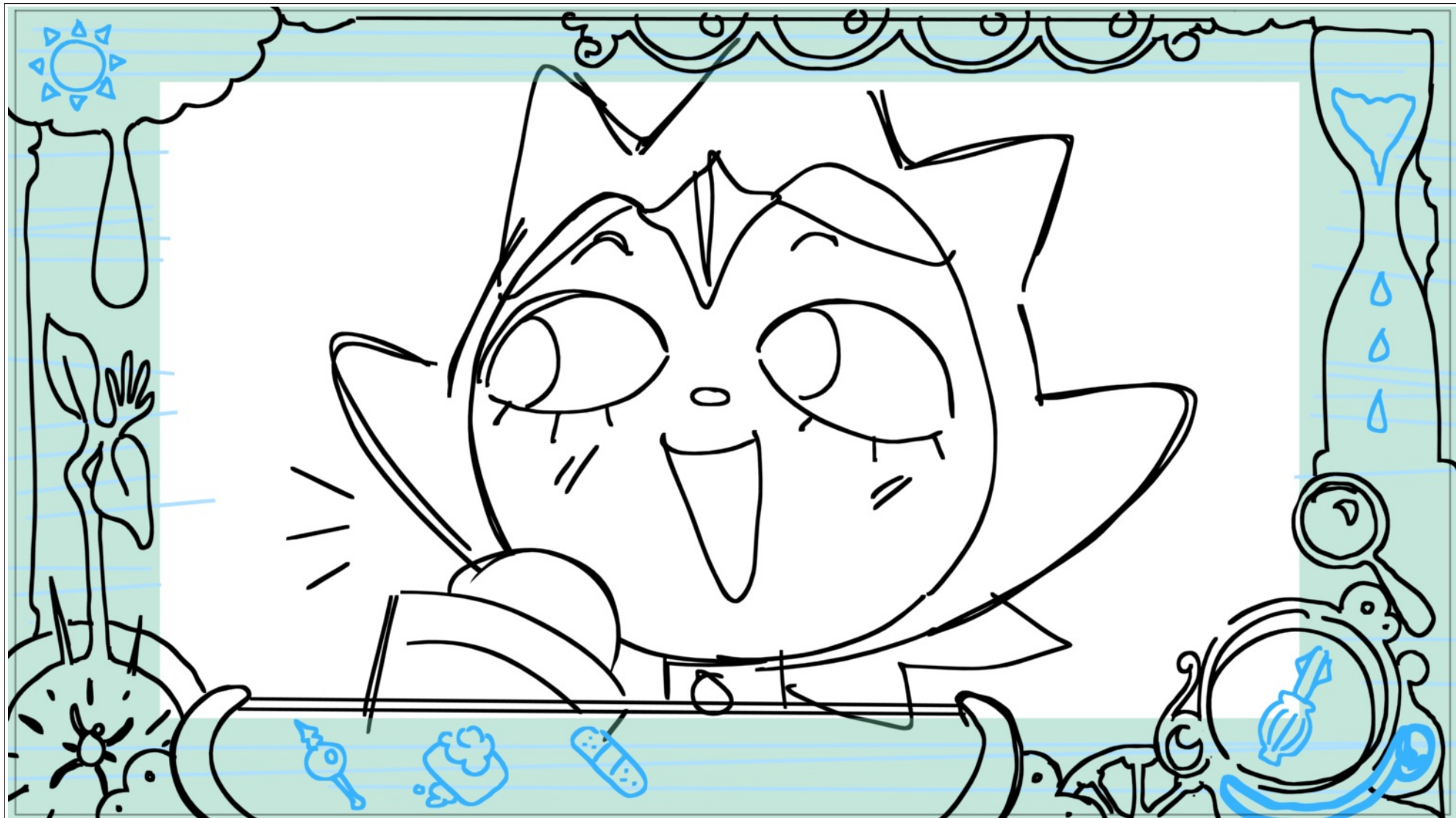


Dialog

B: (o/s) Casper wants to go for it.



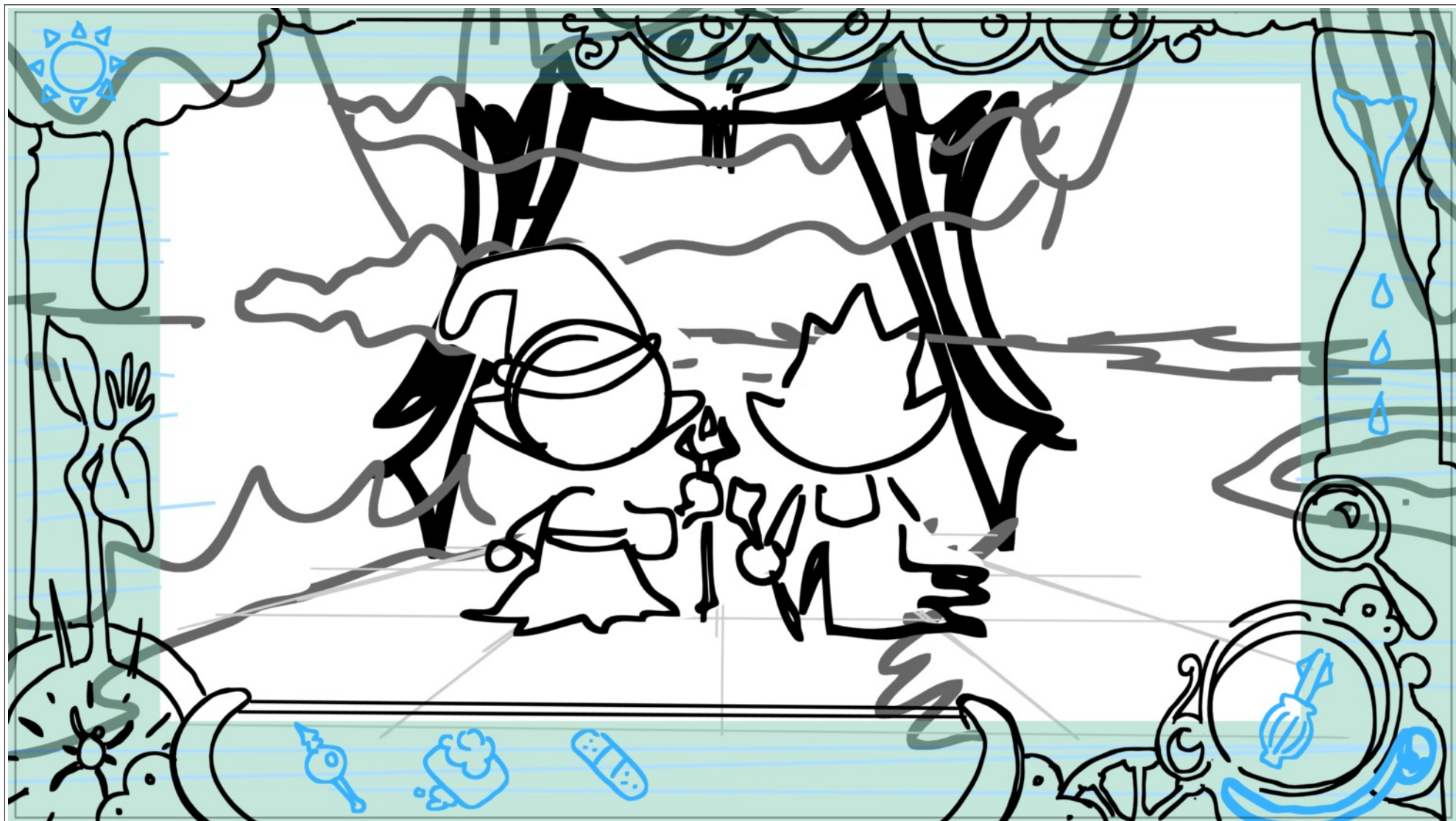
Scene	Duration	Panel	Duration
	55	16:06	7
			00:23



Dialog

B: (o/s) While Nova is really excited to search for clues in ruins --

Scene	Duration	Panel	Duration
	55	16:06	8
			00:23



Dialog

B: (o/s) at the bottom of the sea [...].



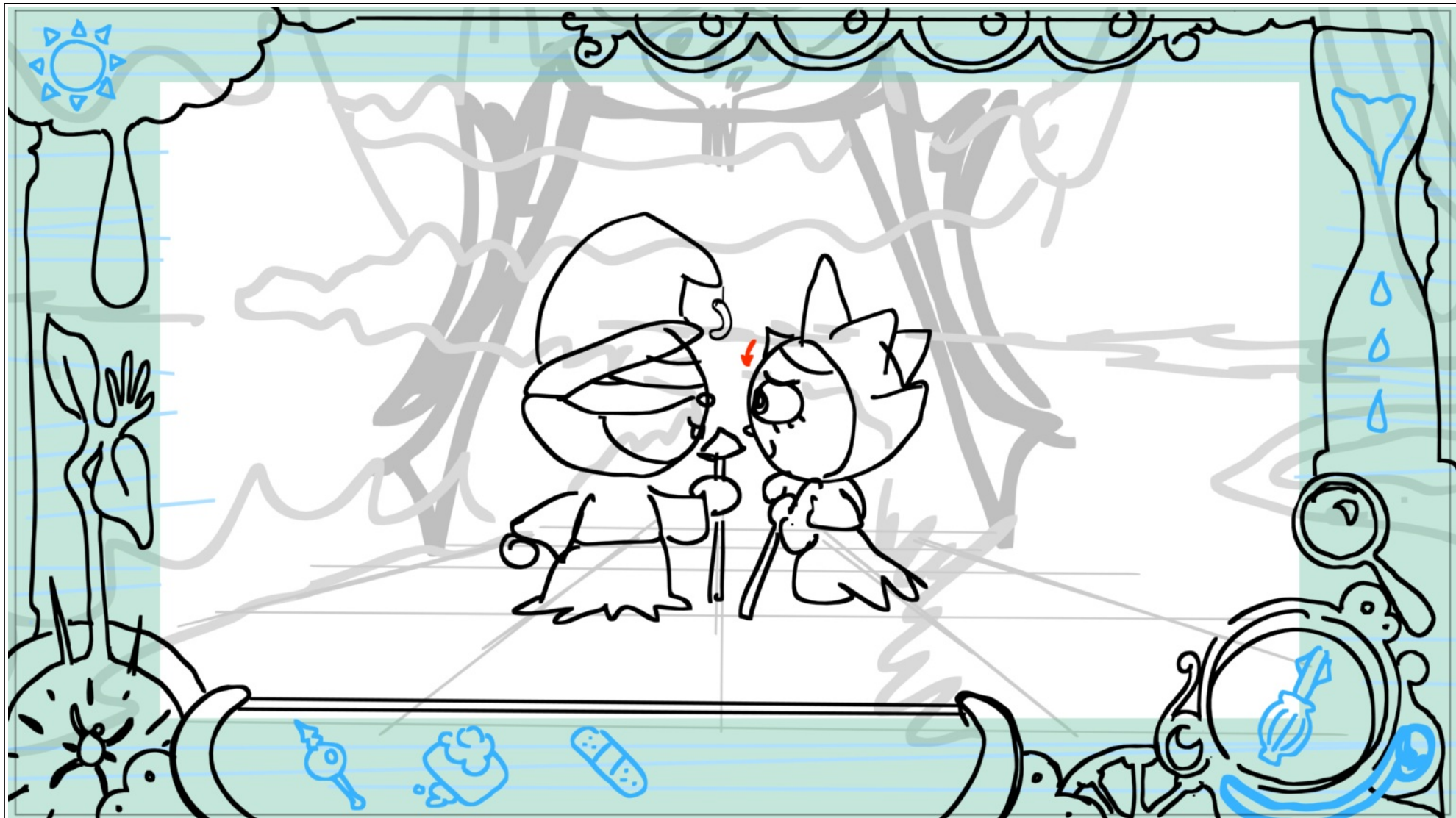
Scene	Duration	Panel	Duration
	55	16:06	9
			00:23



Dialog

B: (o/s) Buuuut...

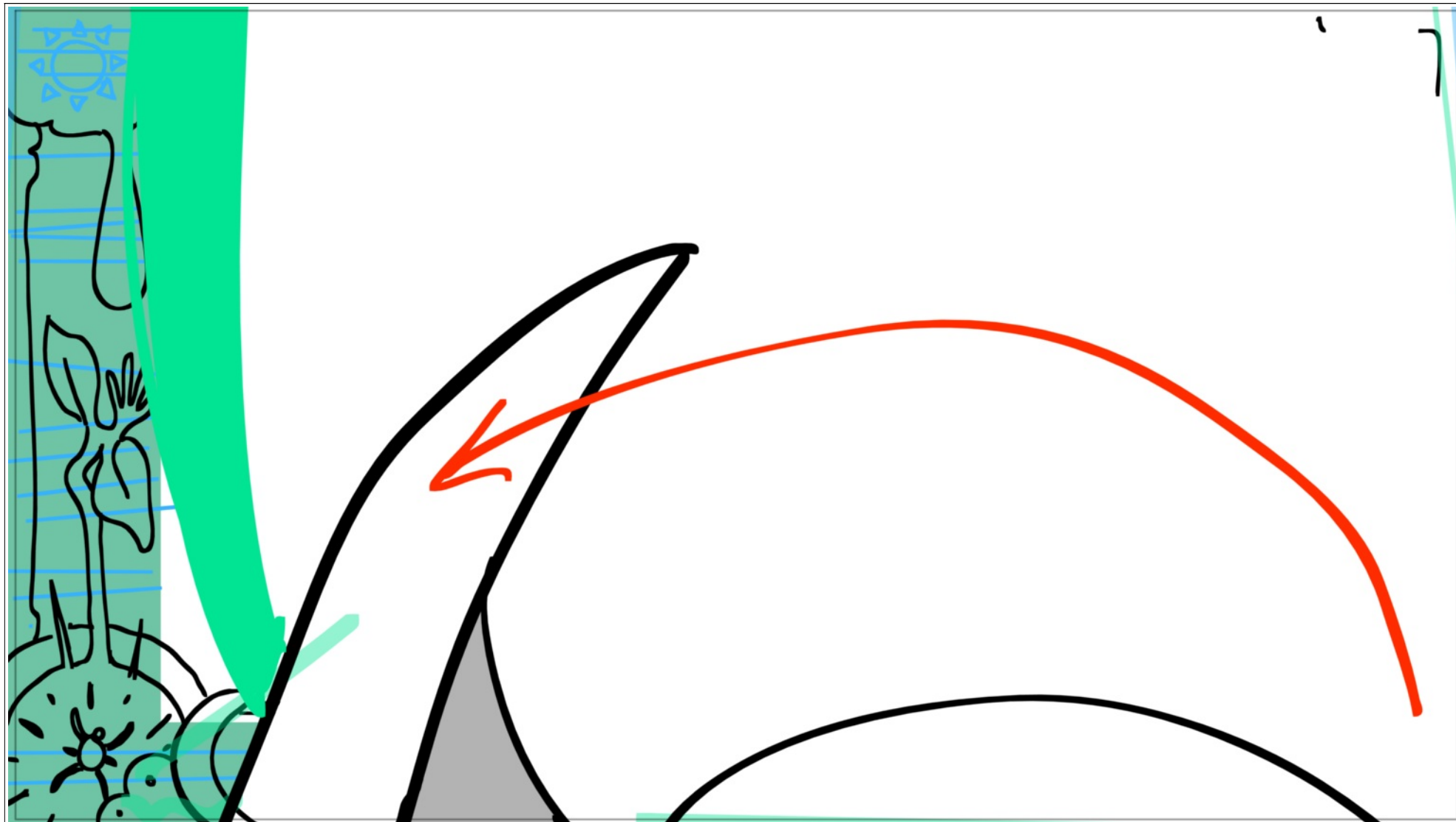
Scene	Duration	Panel	Duration
	55	16:06	10
			00:23



Dialog

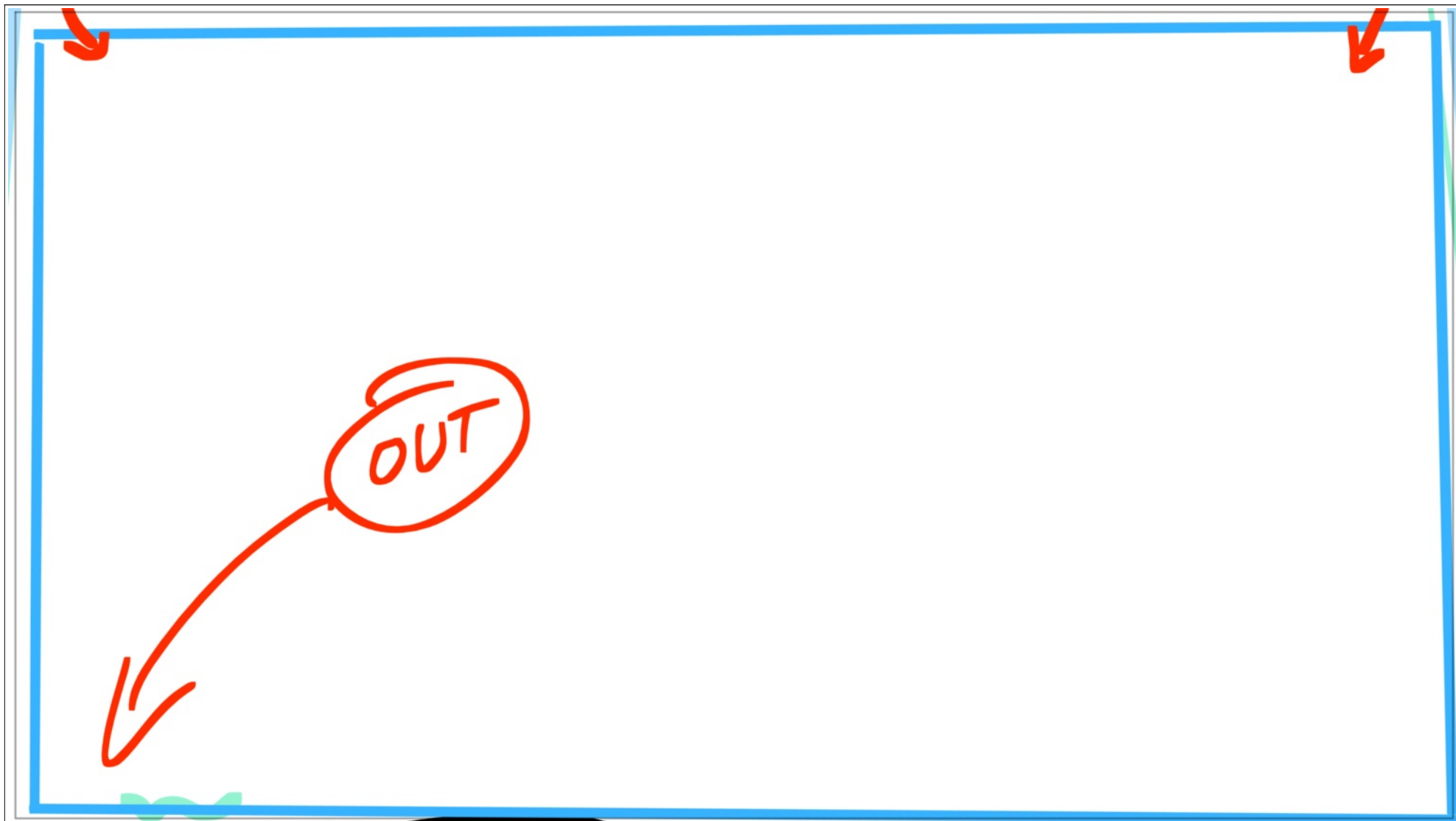
B: (o/s) she would be cool with going with Casper's plan, too.

Scene	Duration	Panel	Duration
55	16:06	11	00:23



Dialog  
sfx: [page turn]

Scene	Duration	Panel	Duration
55	16:06	12	00:23

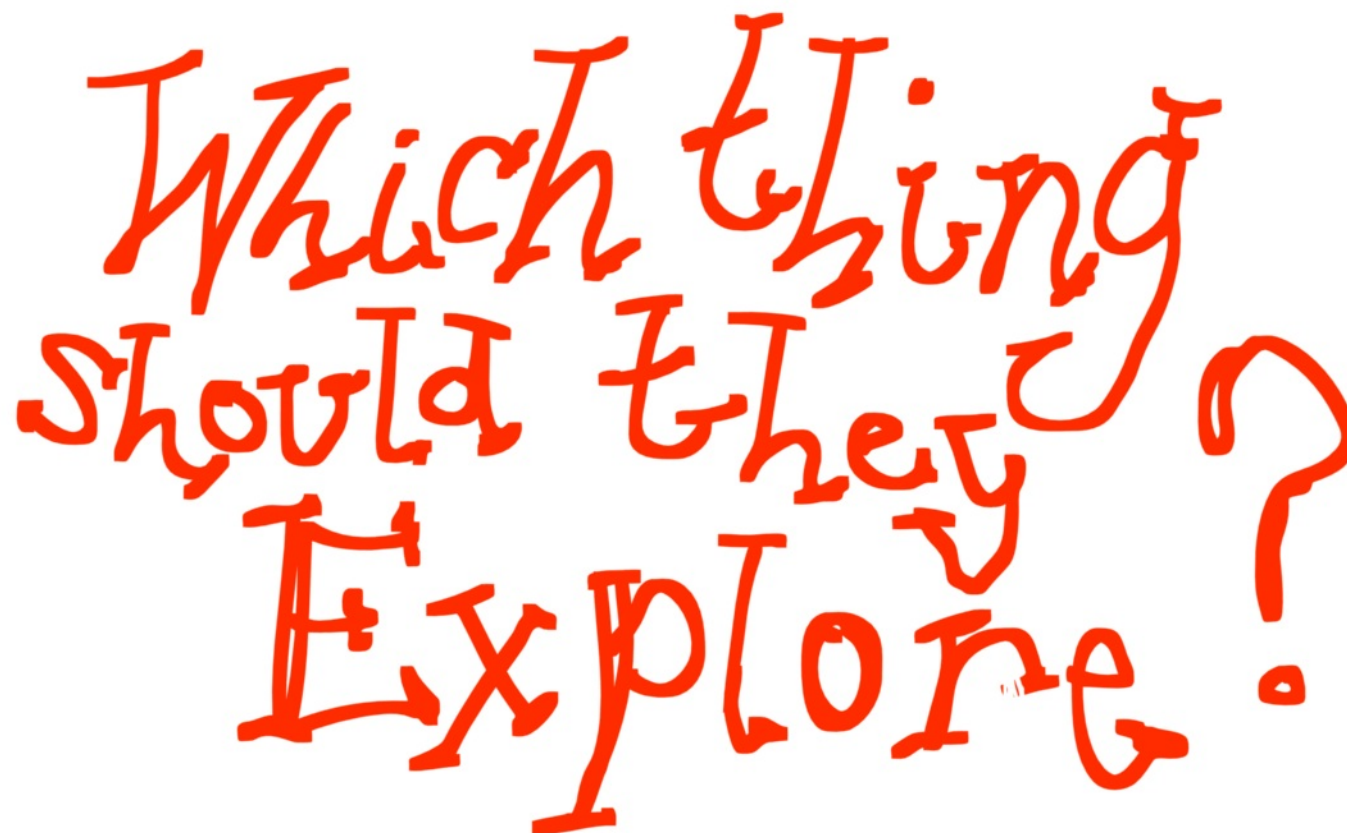


Action Notes

screen switches to text mode



Scene	Duration	Panel	Duration
55	16:06	13	00:23



Which thing  
should they  
Explore?

Dialog

BETH: [still reading] Which thing should they explore?

Scene	Duration	Panel	Duration
55	16:06	14	00:23



Dialog  
sfx: [bwom]



Scene	Duration	Panel	Duration
55	16:06	15	00:23



fire once for  
Casper

Dialog

BETH: Fire once for Casper's quest.

Scene	Duration	Panel	Duration
55	16:06	16	00:23




fire once for  
Casper




Action Notes

& flash each other a thumbs-up

Scene	Duration	Panel	Duration
55	16:06	17	00:23



fire once for  
Casper



fire twice for  
Nova

Action Notes

& flash each other a thumbs-up

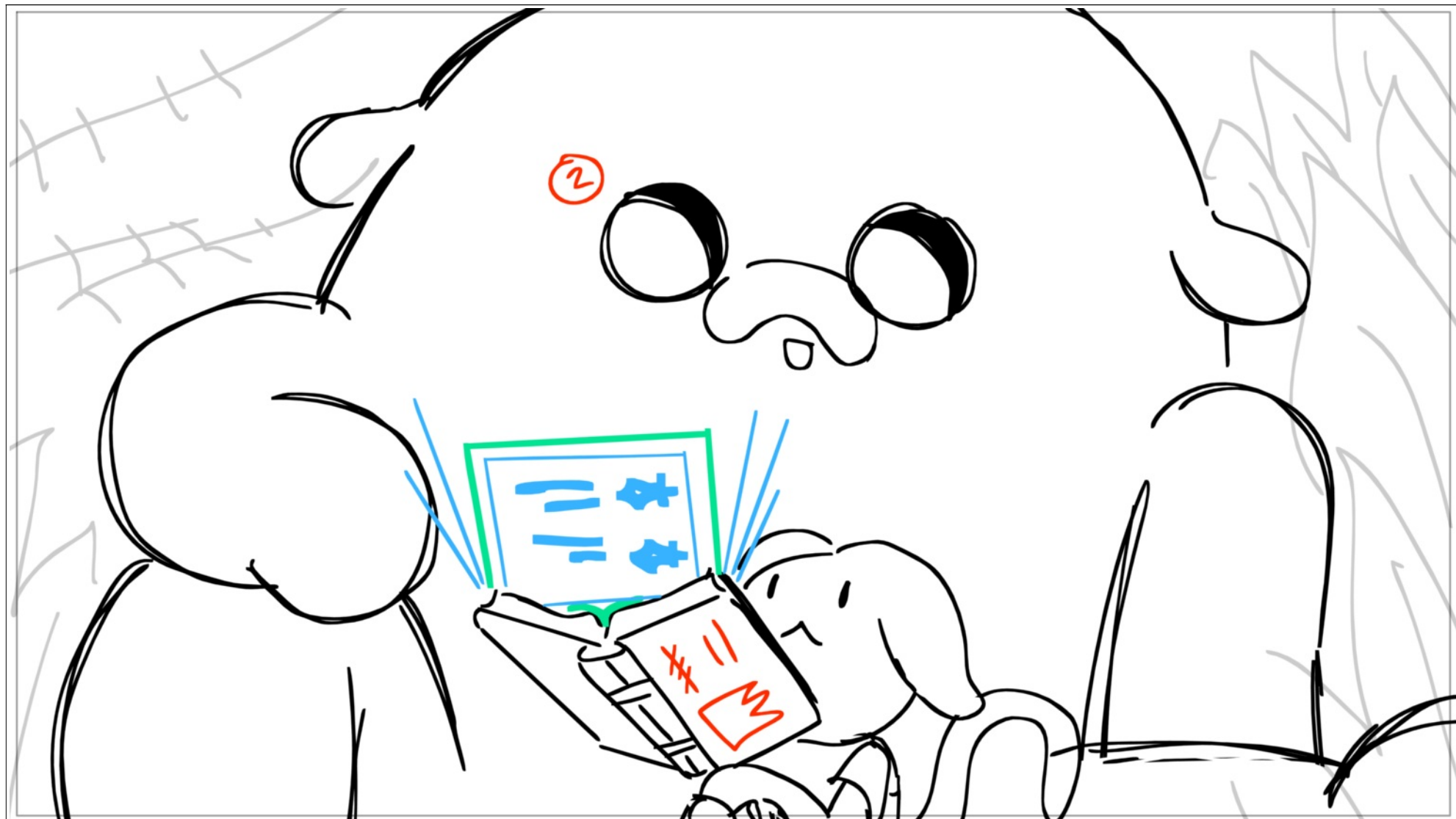
Scene	Duration	Panel	Duration
56	03:20	1	00:23



Dialog

BETH: Fire twice for Nova's.

Scene	Duration	Panel	Duration
56	03:20	2	00:23

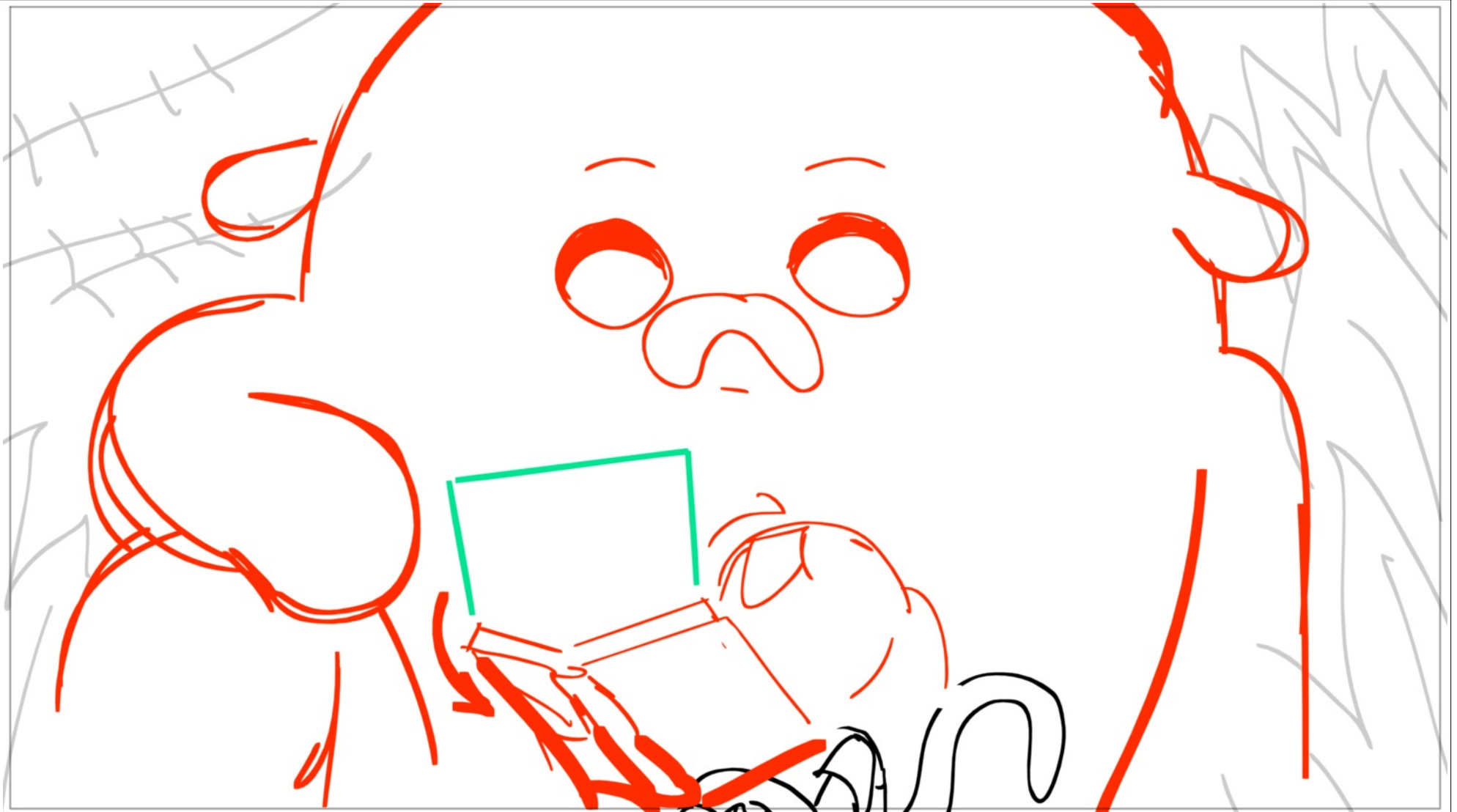


Dialog

BETH: Fire twice for Nova's.



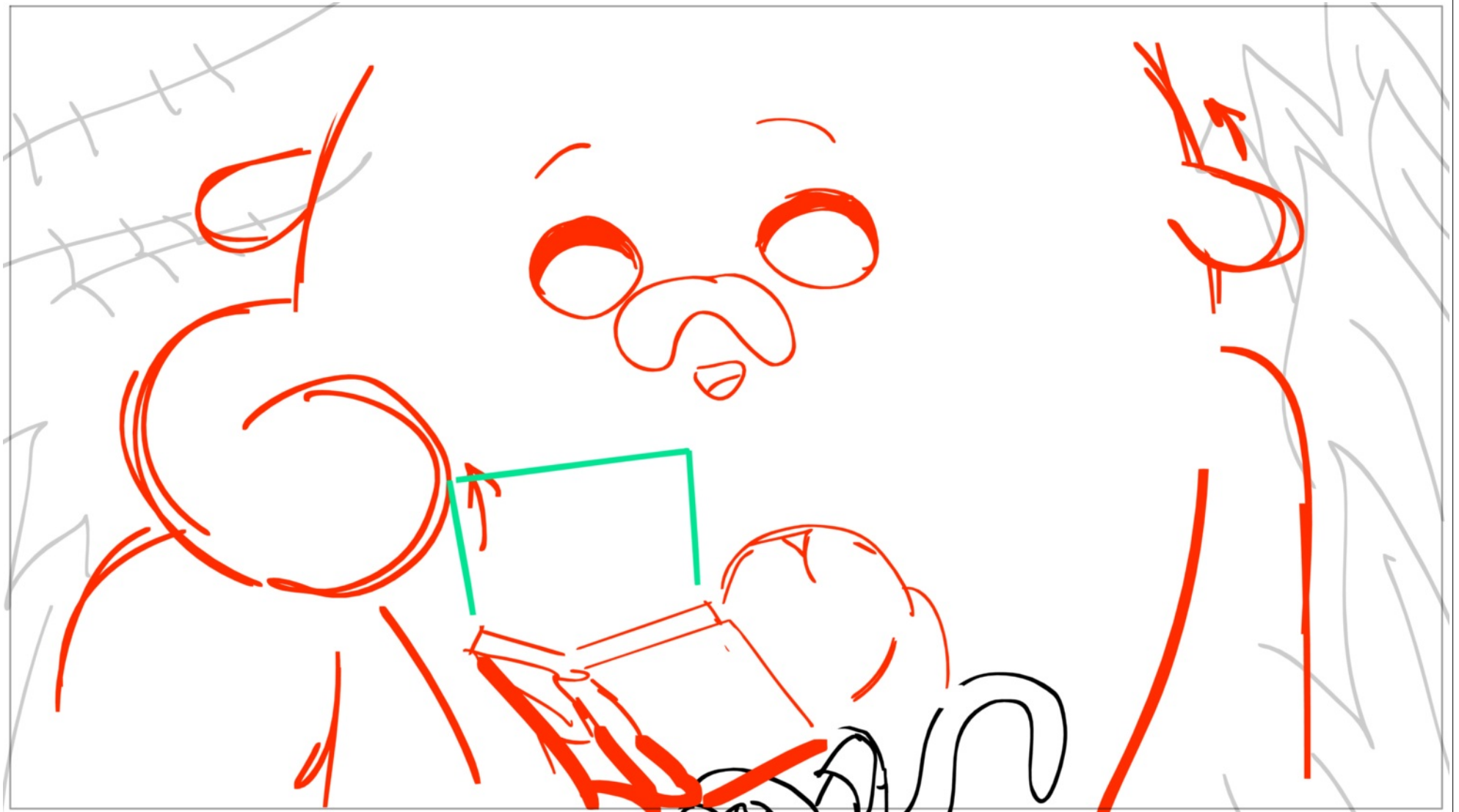
Scene	Duration	Panel	Duration
56	03:20	3	00:23



Dialog

SHERMON: We have to go for the crown!

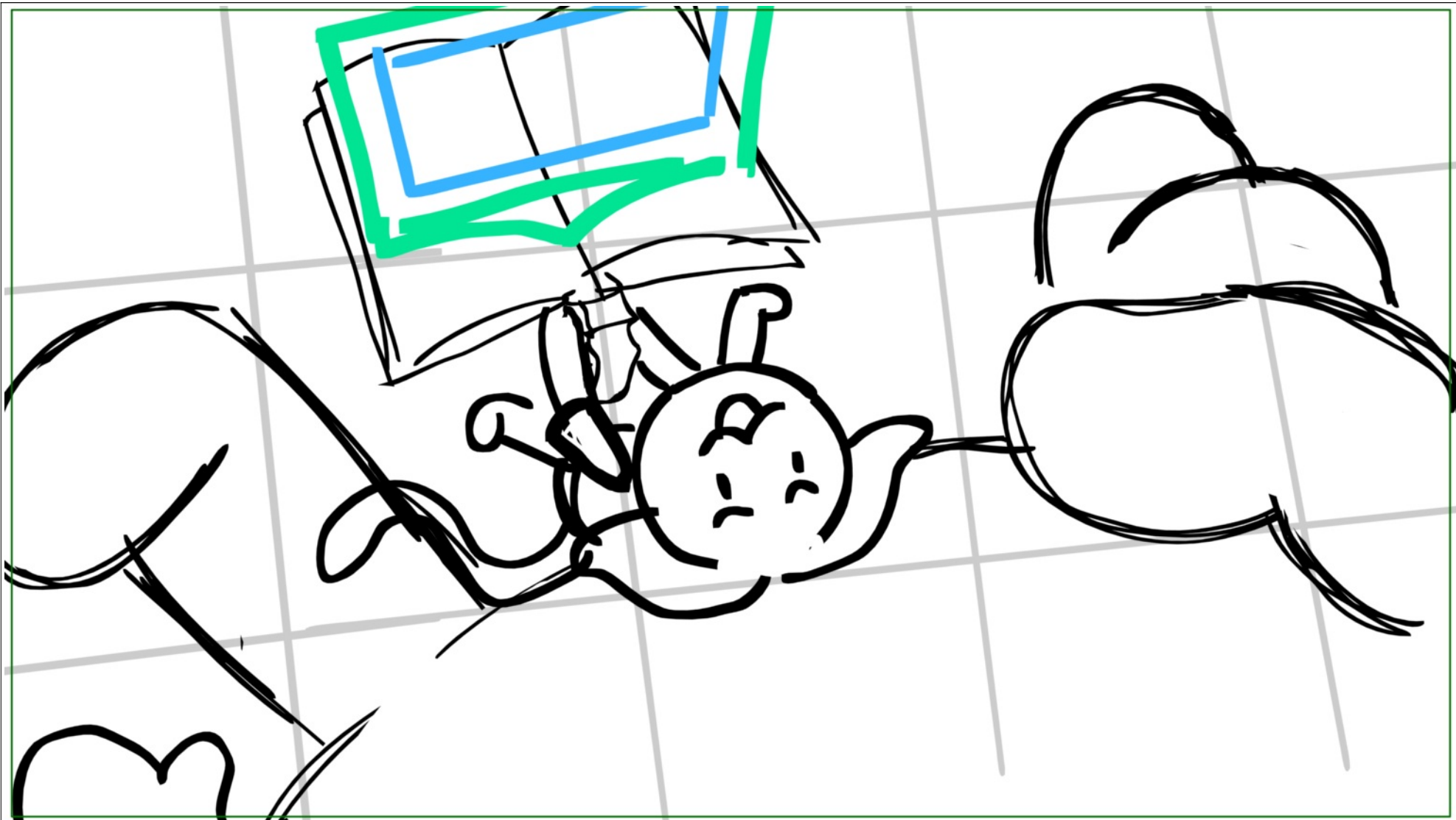
Scene	Duration	Panel	Duration
56	03:20	4	00:23



Dialog

BETH: I dunno, the sea ruins could be fun, too.

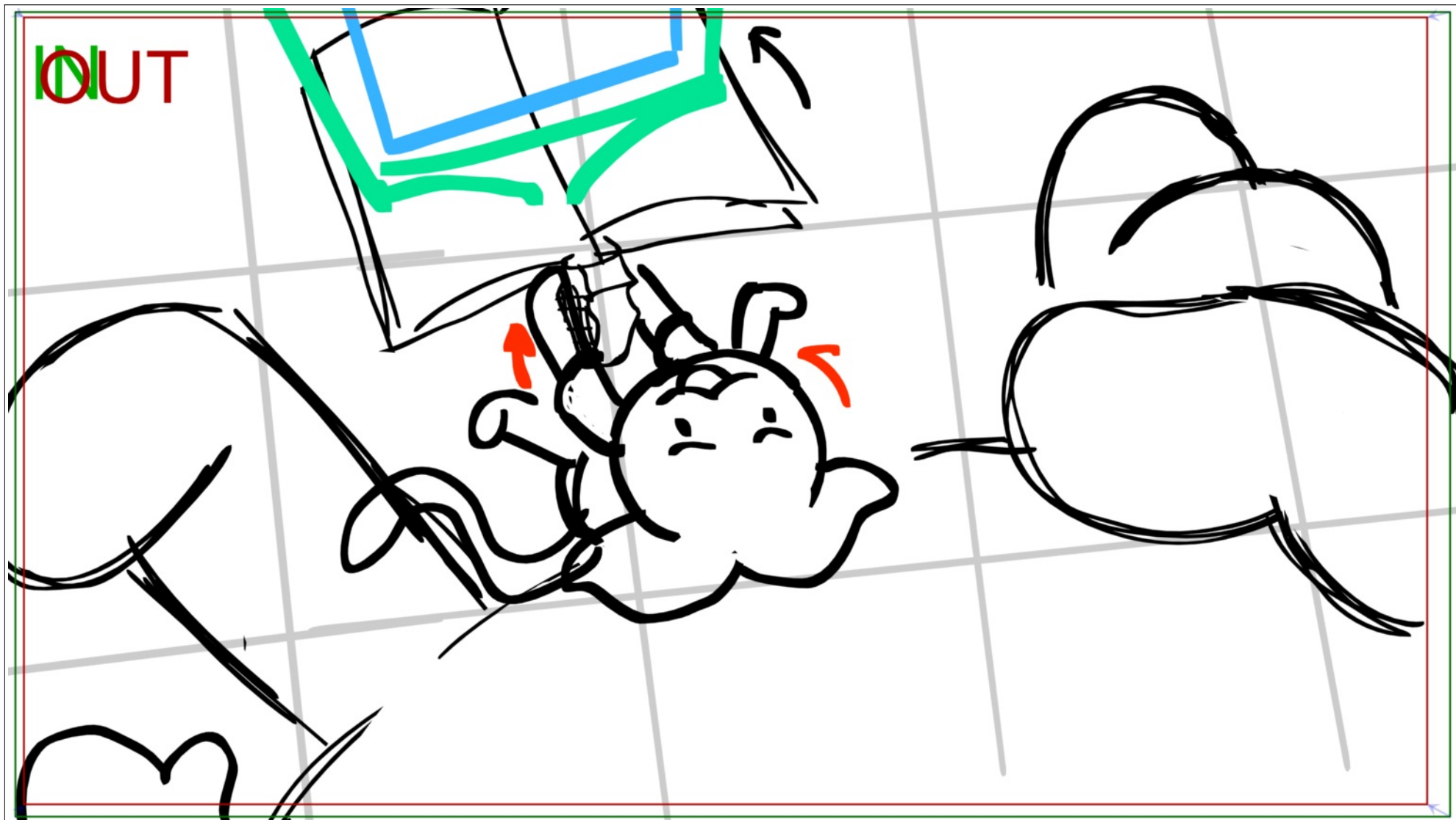
Scene	Duration	Panel	Duration
57	04:19	1	00:23



Dialog  
SHERMON: Finding the crown --

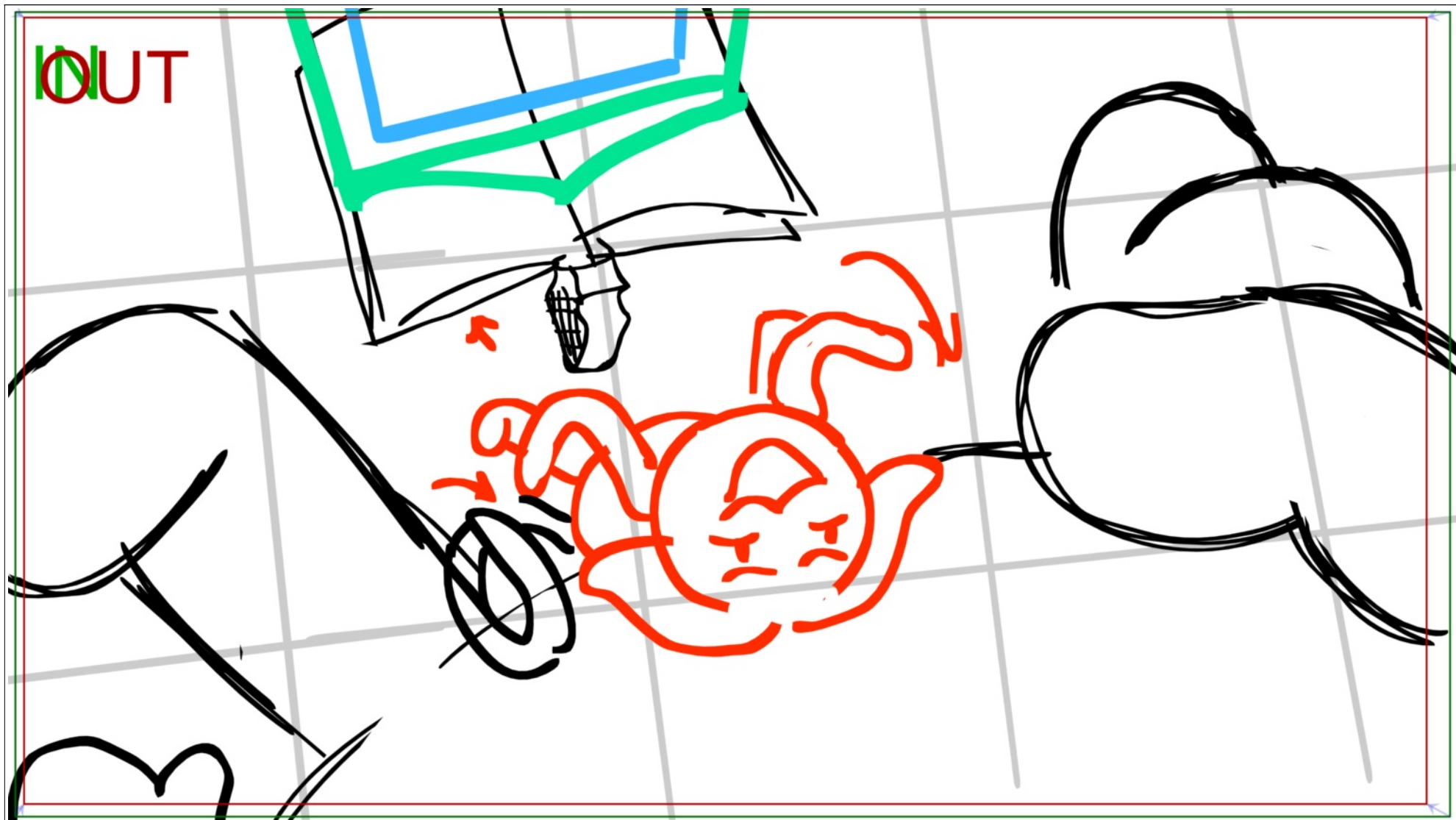


Scene	Duration	Panel	Duration
57	04:19	2	00:23



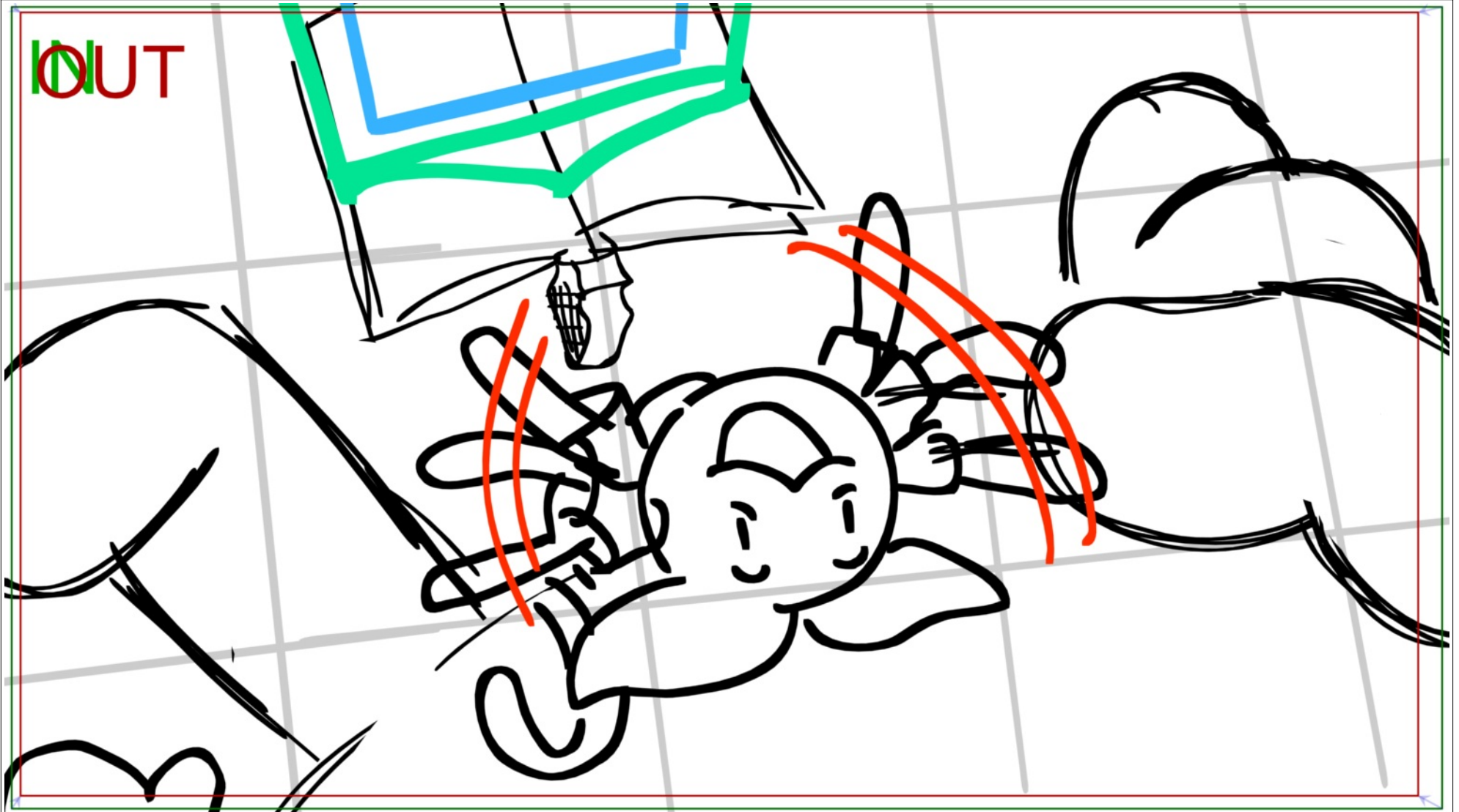
Dialog  
S: is a literal matter --

Scene	Duration	Panel	Duration
57	04:19	3	00:23



Dialog  
S: of life and death --

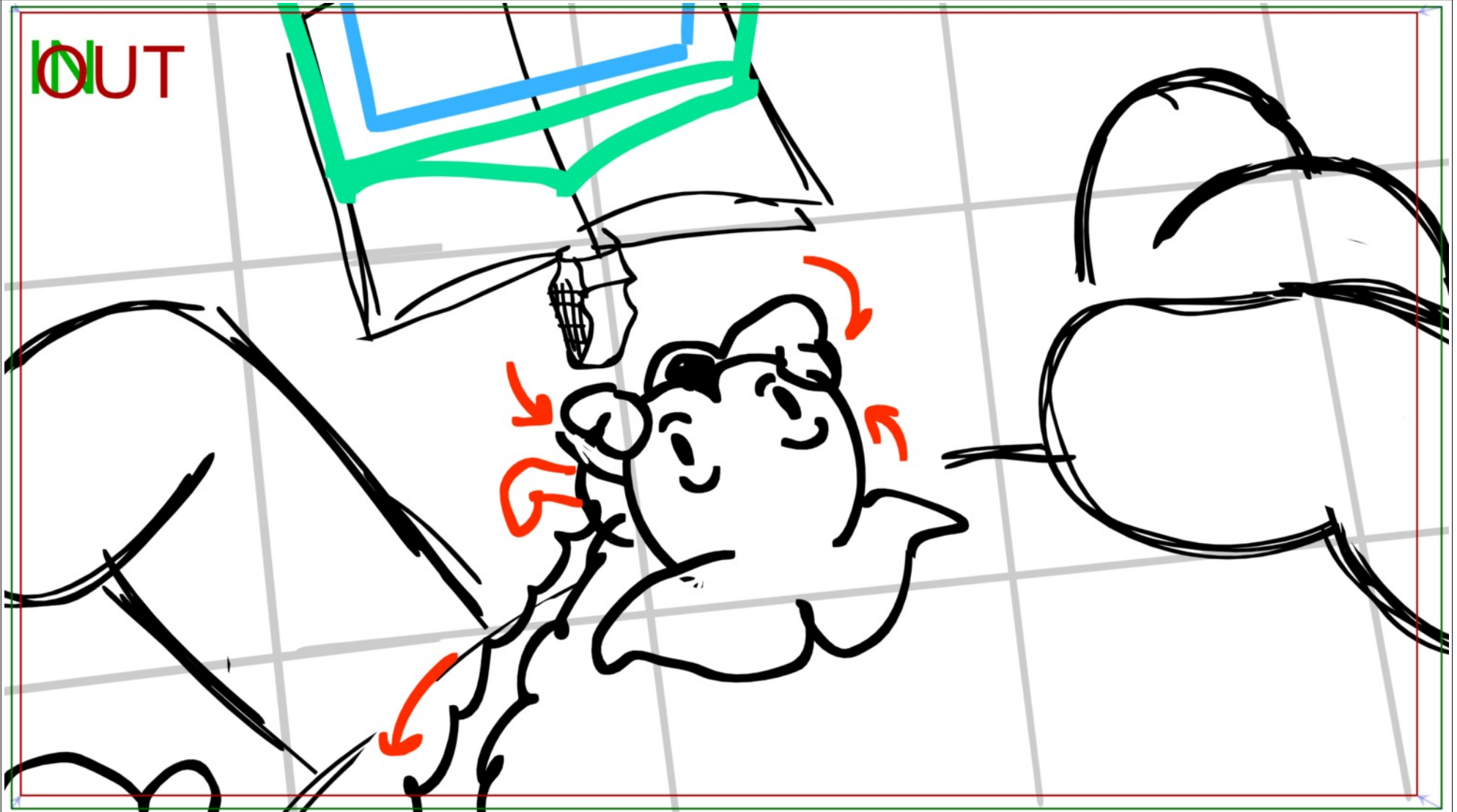
Scene	Duration	Panel	Duration
57	04:19	4	00:23



Dialog

S: -- For a whole world --

Scene	Duration	Panel	Duration
57	04:19	5	00:23



Dialog  
S: -- of living souls!!!



Scene	Duration	Panel	Duration
58	06:17	1	00:23



Dialog

B: I'm digging the commitment to this bit.

Scene	Duration	Panel	Duration
58	06:17	2	00:23



Dialog  
B: Casper, then.

Scene	Duration	Panel	Duration
58	06:17	3	00:23



Action Notes

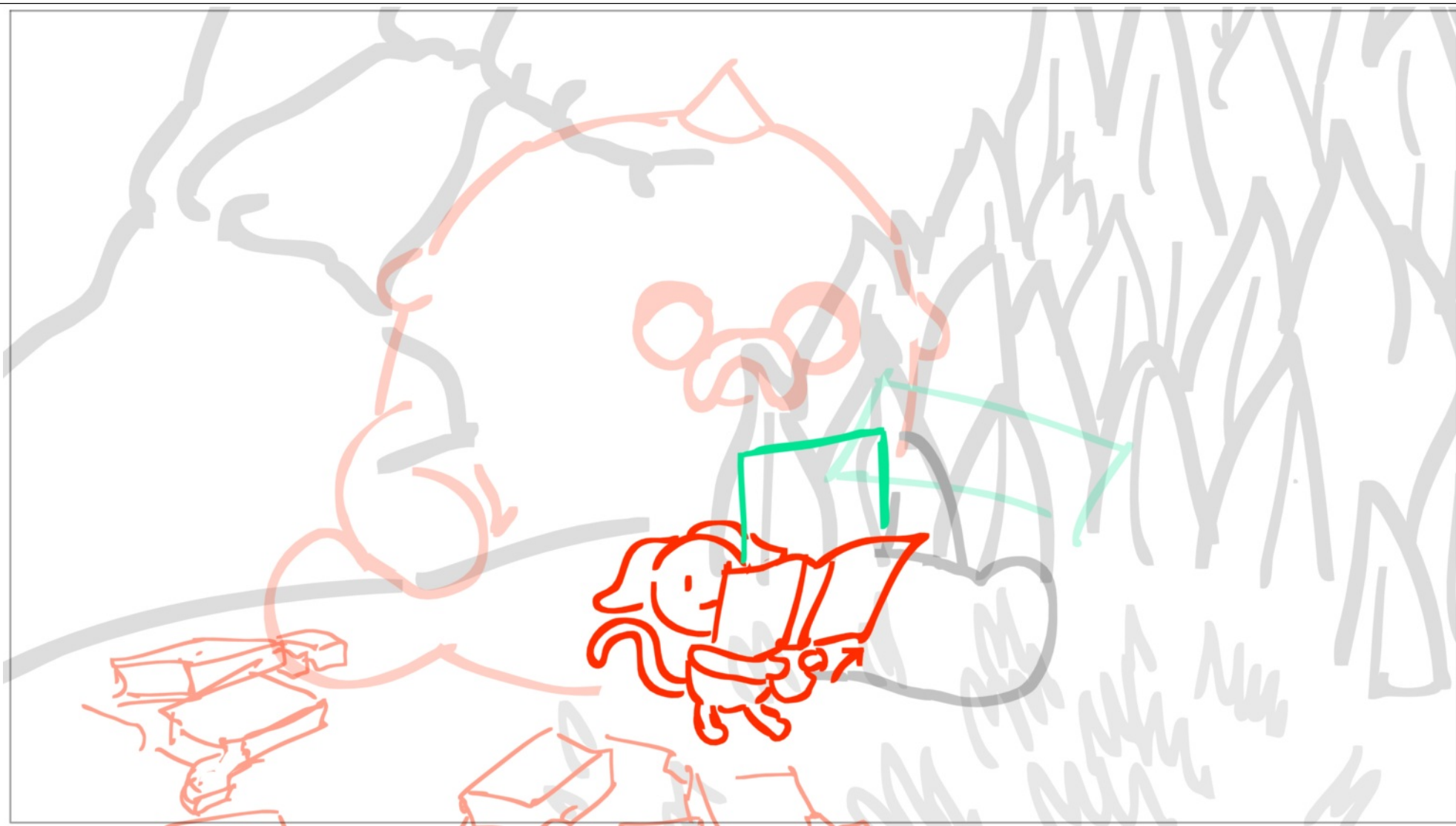
SHERMON picks up the book by the handle

Scene	Duration	Panel	Duration
58	06:17	4	00:23





Scene	Duration	Panel	Duration
58	06:17	5	00:23



Dialog  
sfx: [click]

Scene	Duration	Panel	Duration
58	06:17	6	00:23



Dialog  
sfx: [fwip fwip fwip]

Scene	Duration	Panel	Duration
58	06:17	7	00:23

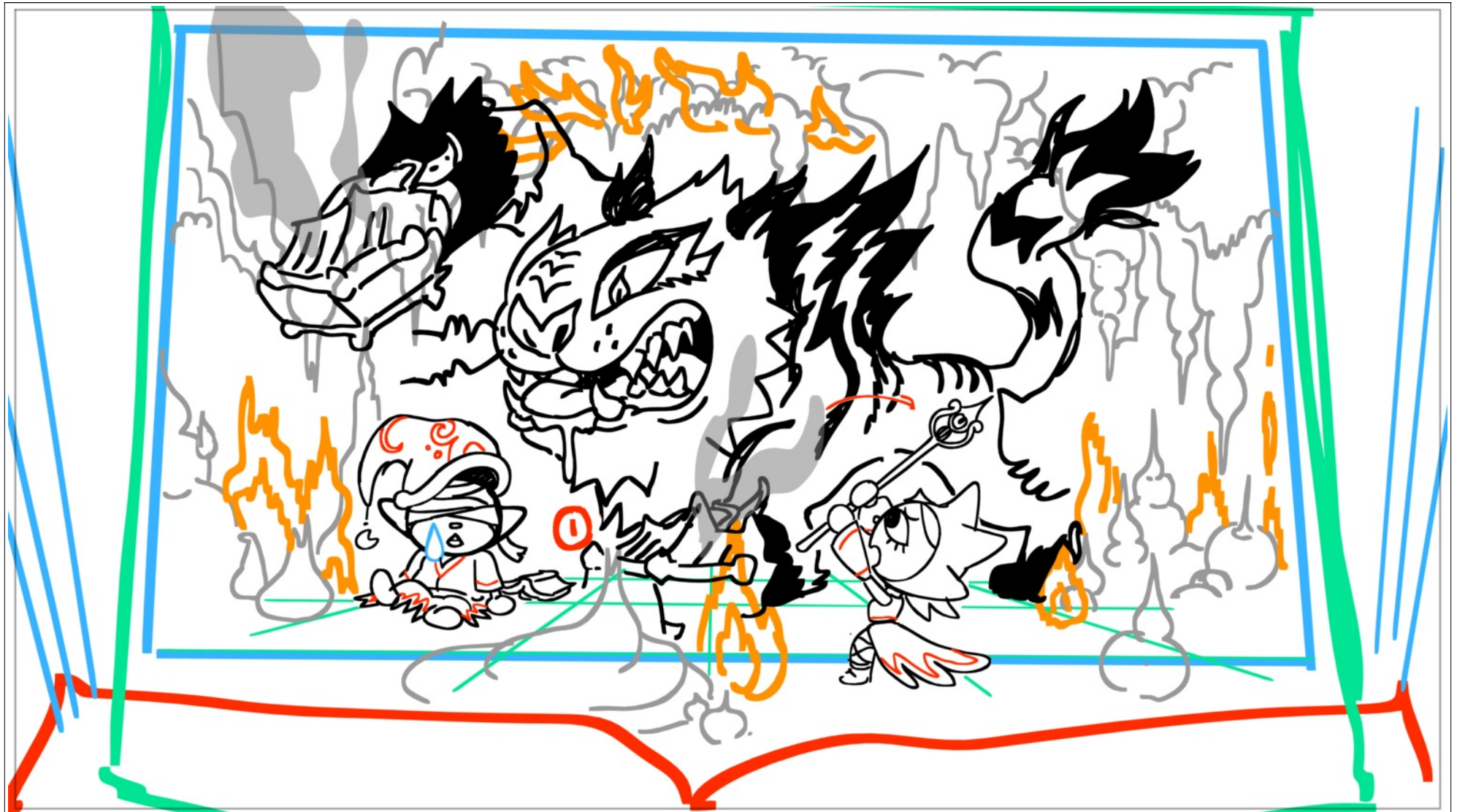


Dialog

sfx: [pained yelling comes from book [...]]



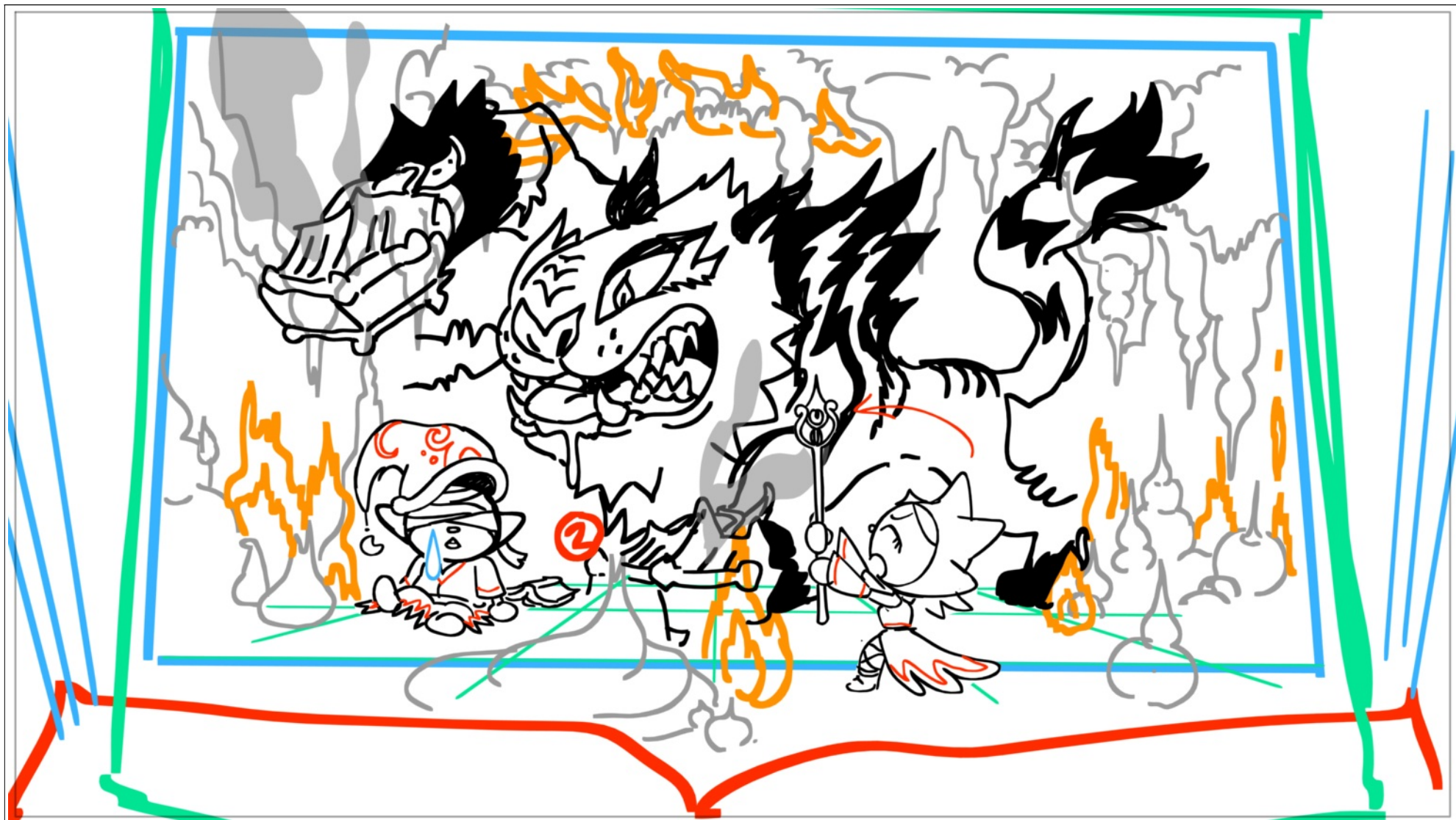
Scene	Duration	Panel	Duration
59	01:23	1	01:00



Dialog

BETH: (o/s) Casper is bitten, and the crown has already been stolen.

Scene	Duration	Panel	Duration
59	01:23	2	00:23



Dialog

BETH: (o/s) Casper is bitten, and the crown has already been stolen.

Scene	Duration	Panel	Duration
60	01:22	1	00:23

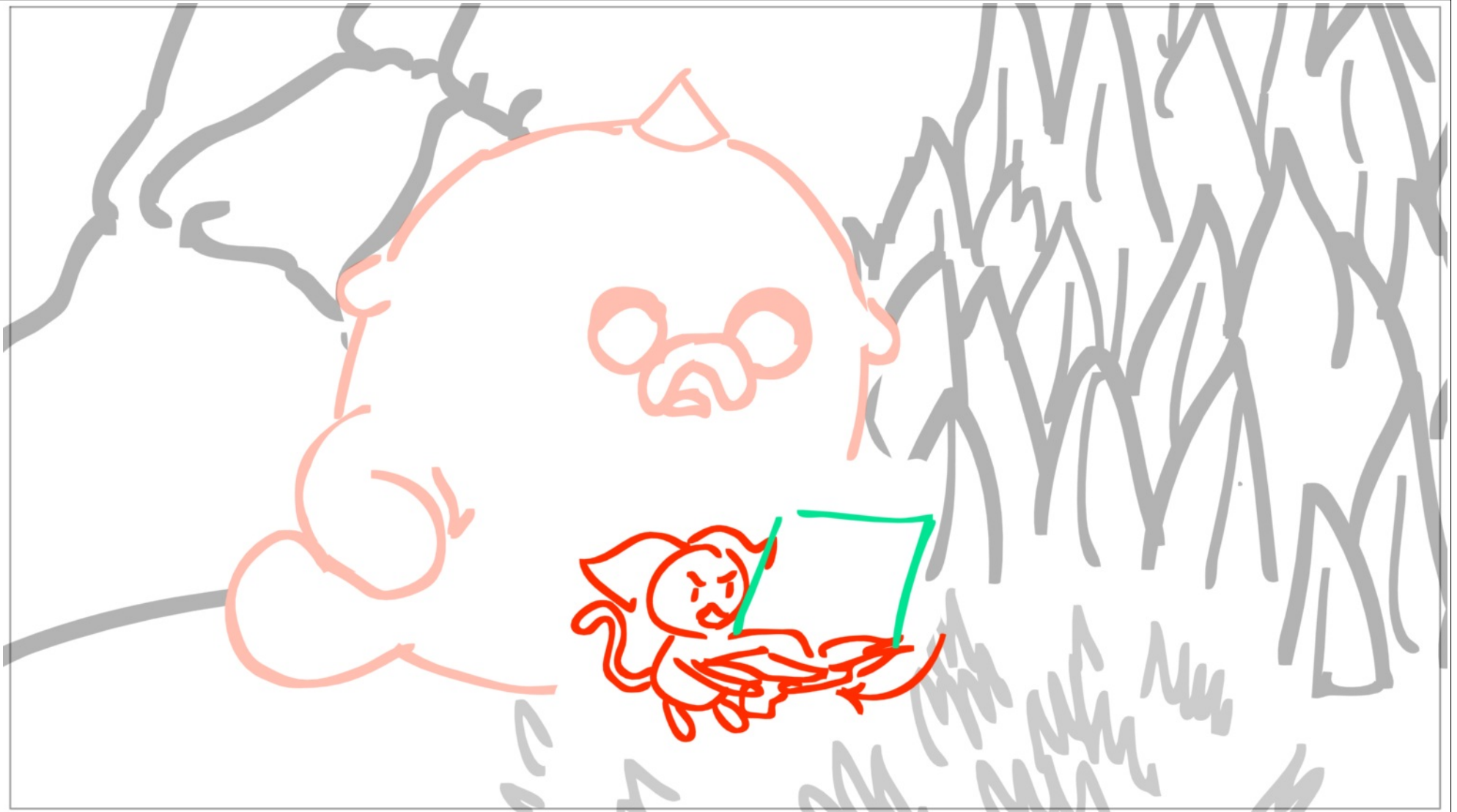


Dialog

BETH: By Moon demons.



Scene	Duration	Panel	Duration
60	01:22	2	00:23



Dialog  
S: Dangit!

Scene	Duration	Panel	Duration
61	07:14	1	00:23



Dialog

BETH: Maybe we can go back and try --



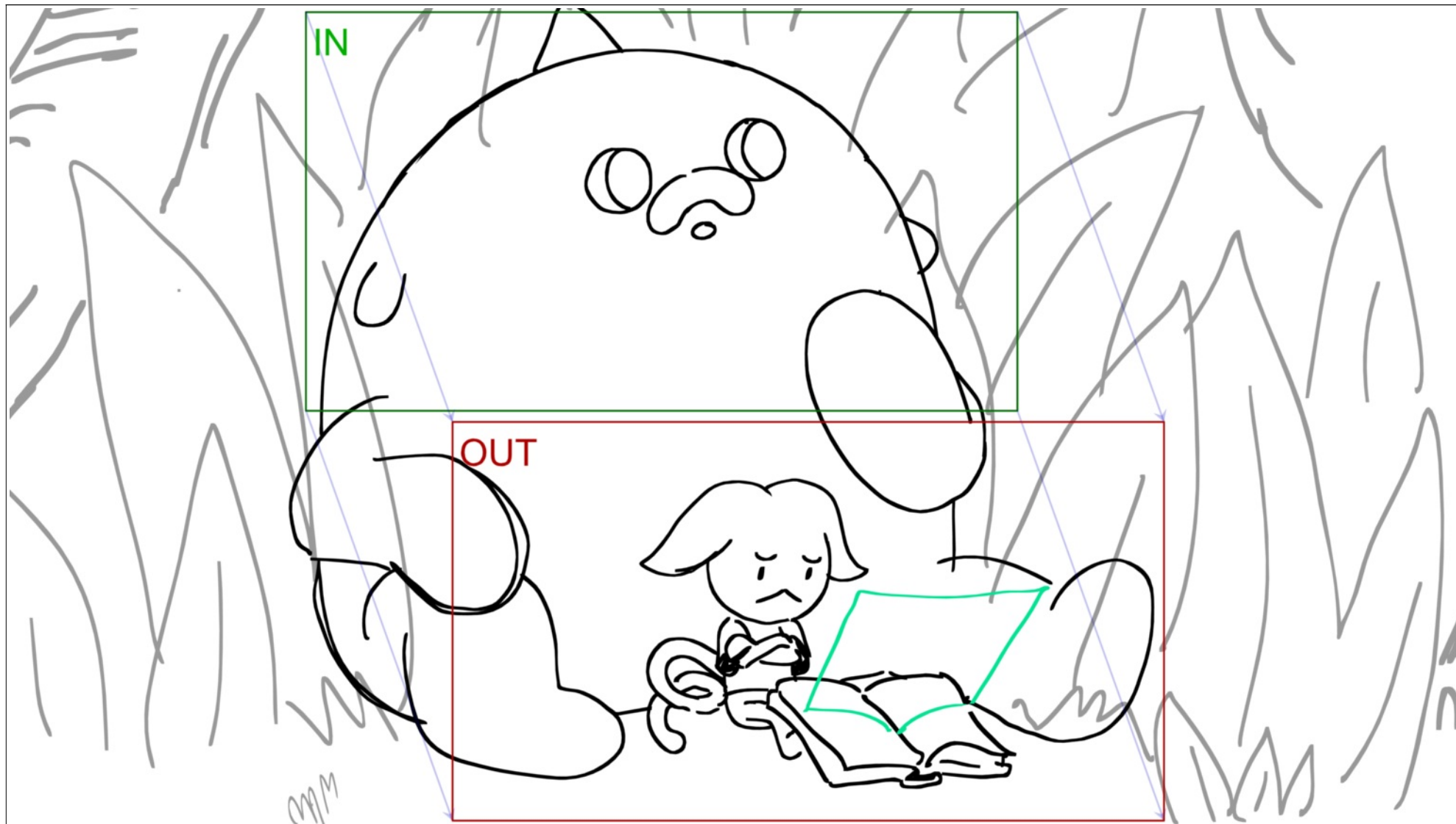
Scene	Duration	Panel	Duration
61	07:14	2	00:23



Dialog

BETH: -- the sea ruins route.

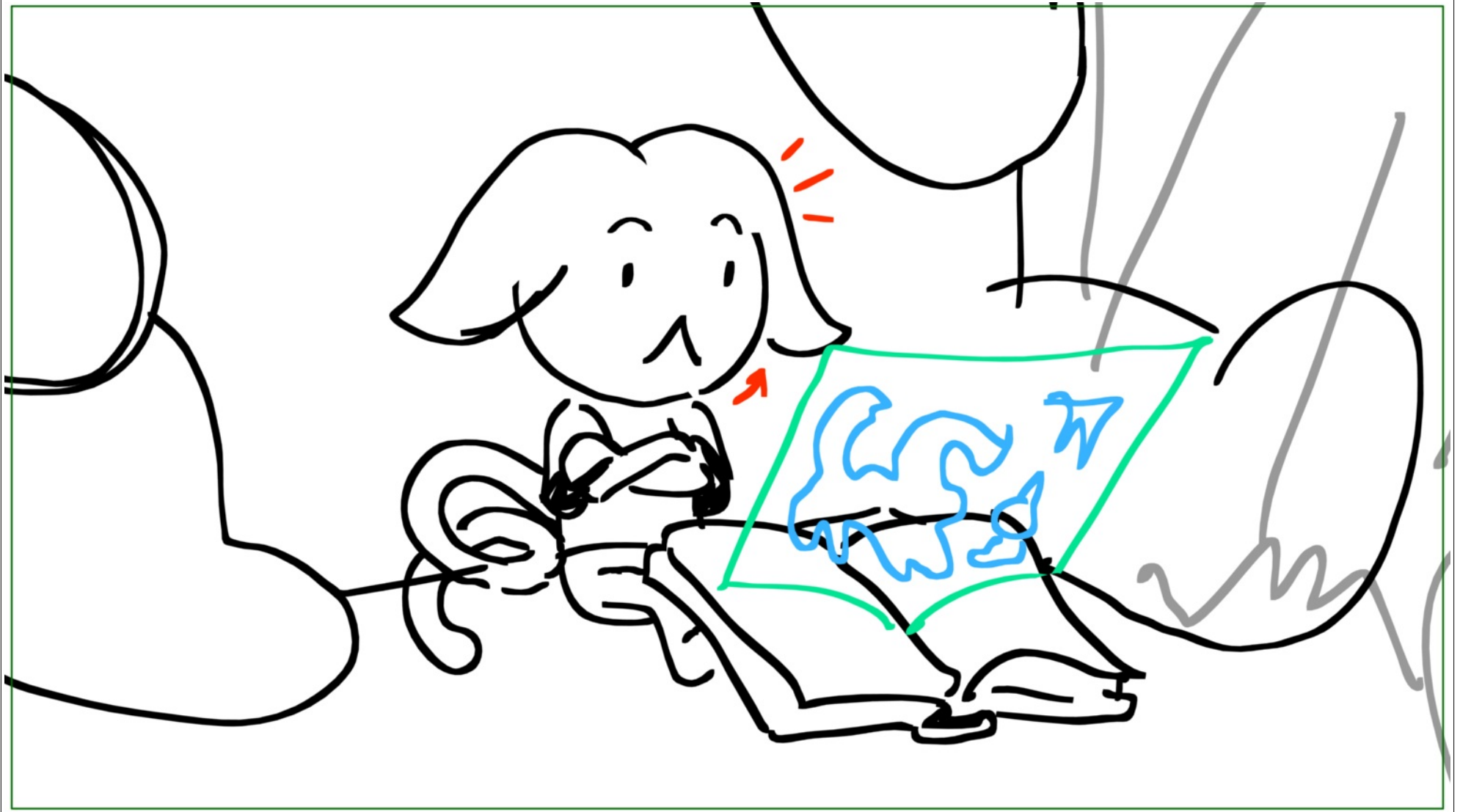
Scene	Duration	Panel	Duration
61	07:14	3	00:23



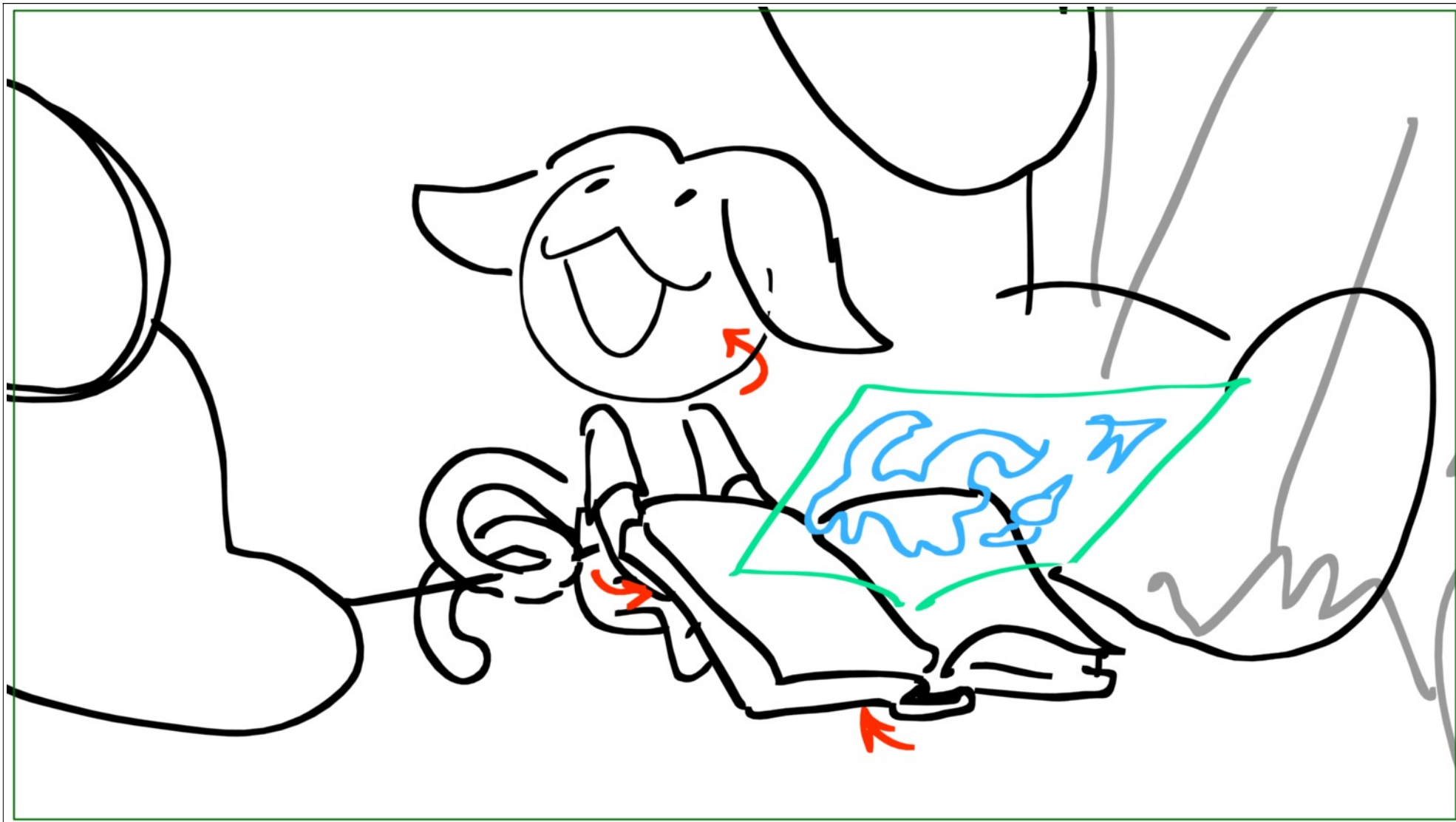
Dialog

BETH: -- the sea ruins route.

Scene	Duration	Panel	Duration
61	07:14	4	00:23



Scene	Duration	Panel	Duration
61	07:14	5	00:23



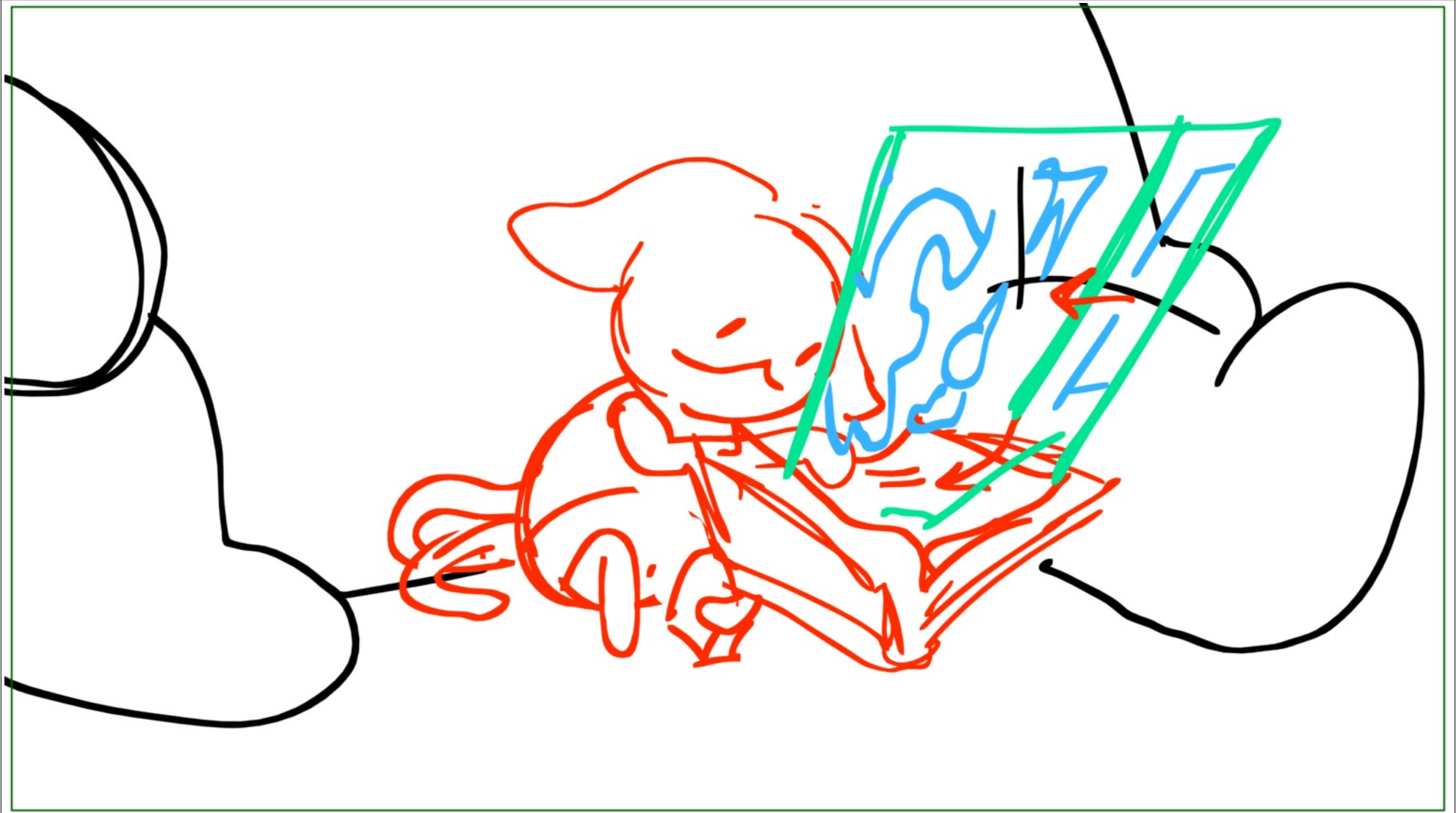
Dialog  
S: Good idea!

Scene	Duration	Panel	Duration
61	07:14	6	00:23





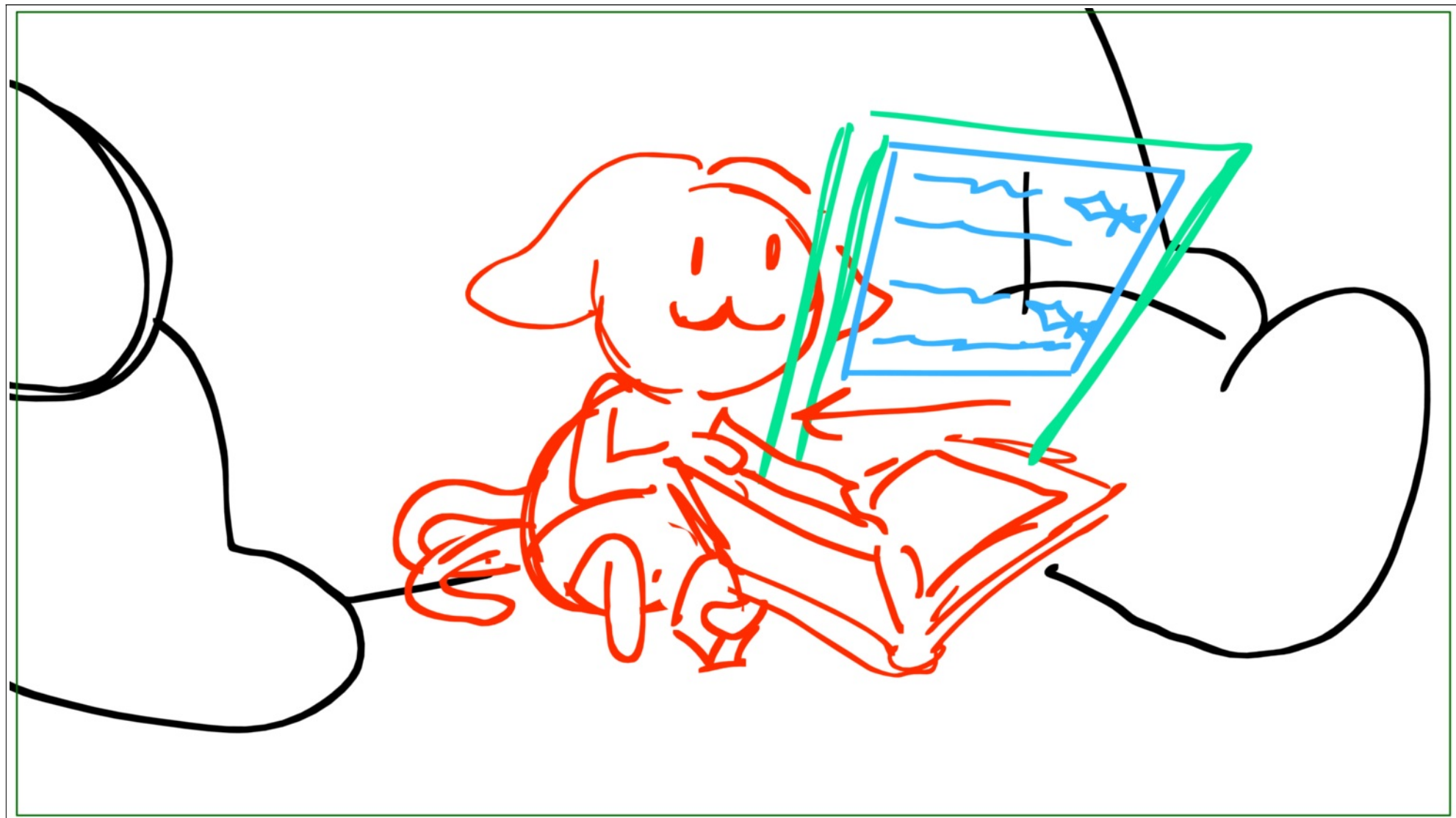
Scene	Duration	Panel	Duration
61	07:14	7	00:22



Action Notes

SHERMON tries pulling the pages back

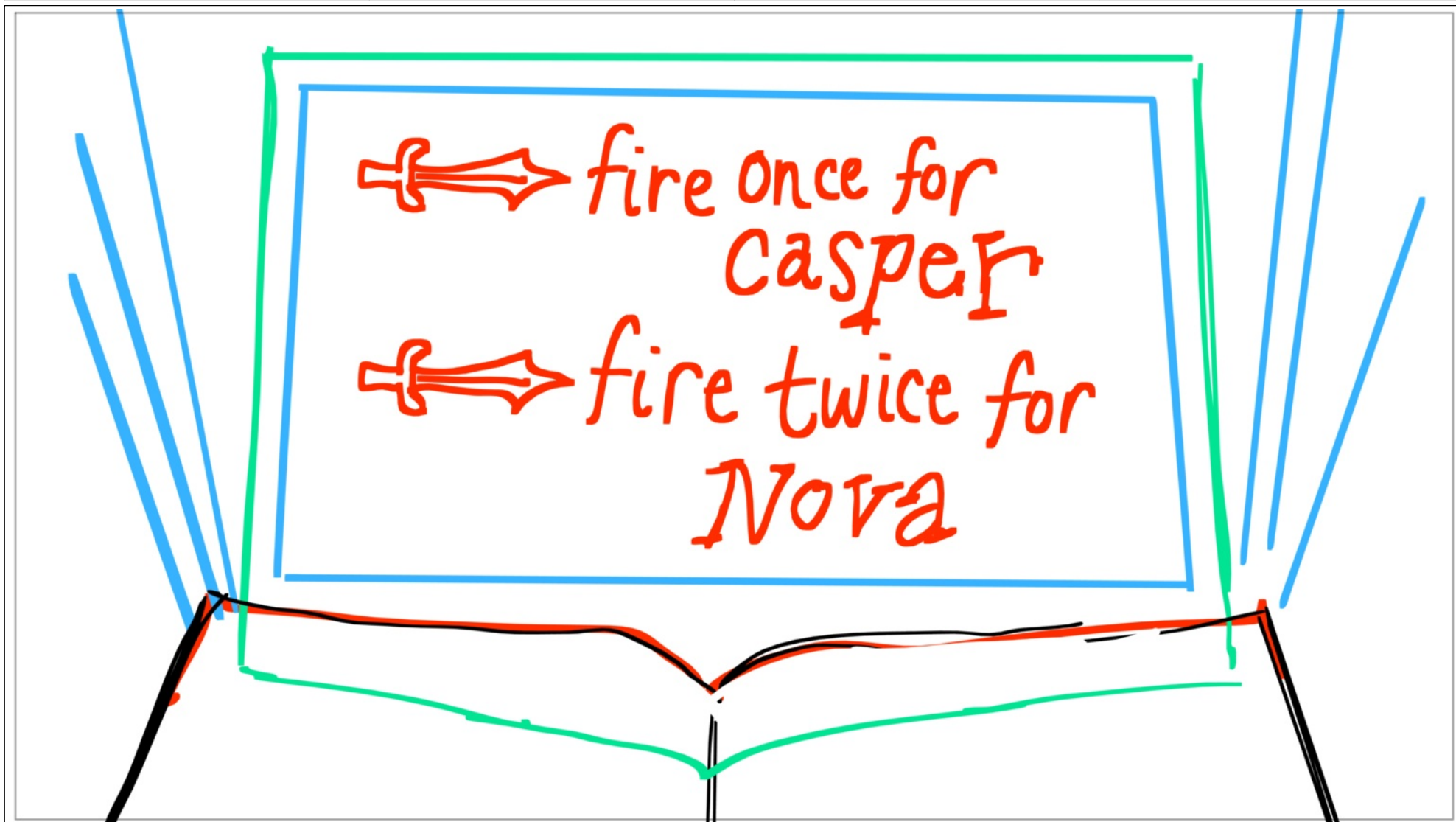
Scene	Duration	Panel	Duration
61	07:14	8	00:22



Action Notes

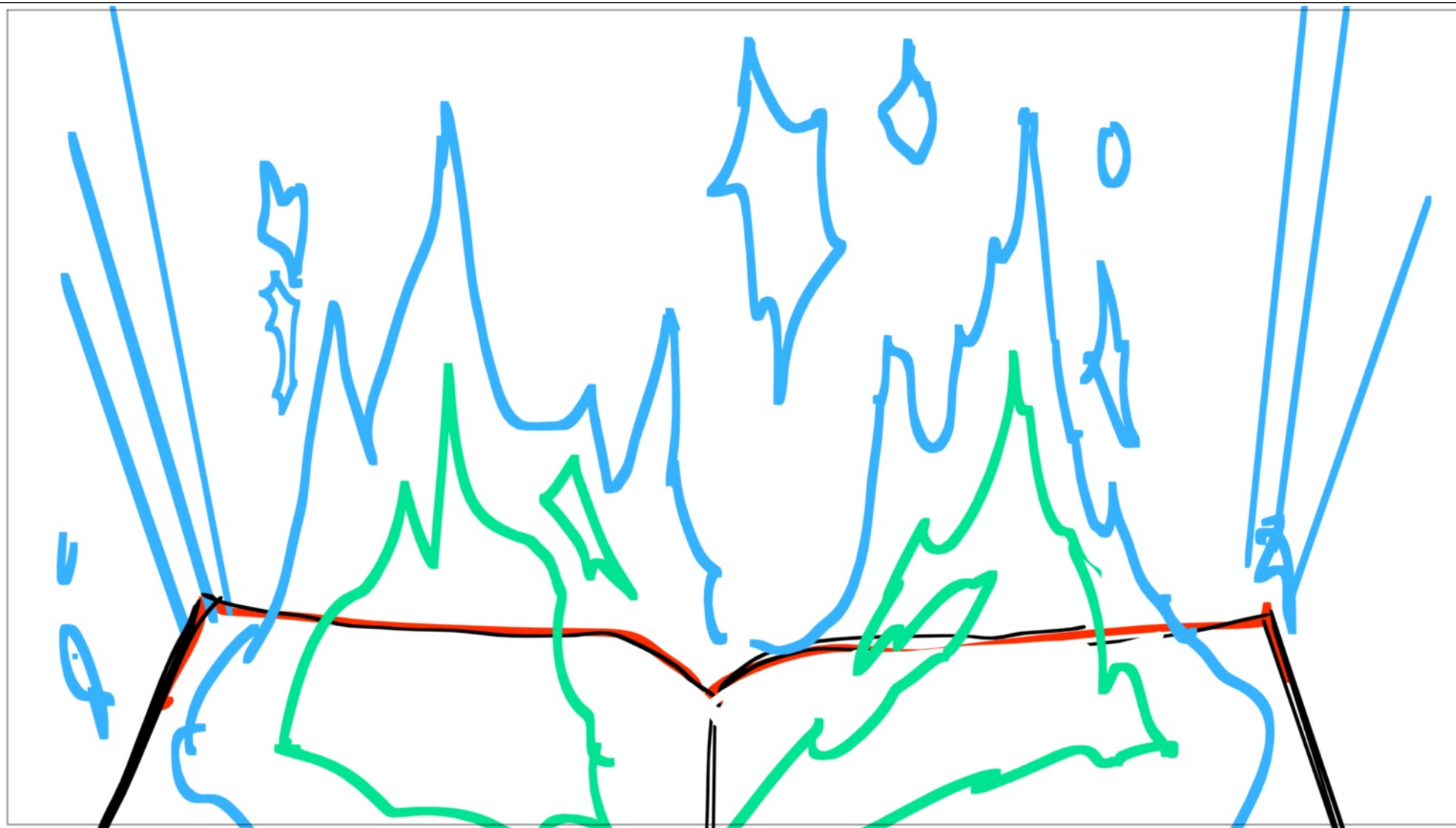
SHERMON tries pulling the pages back

Scene	Duration	Panel	Duration
62	01:20	1	00:22





Scene	Duration	Panel	Duration
62	01:20	2	00:22



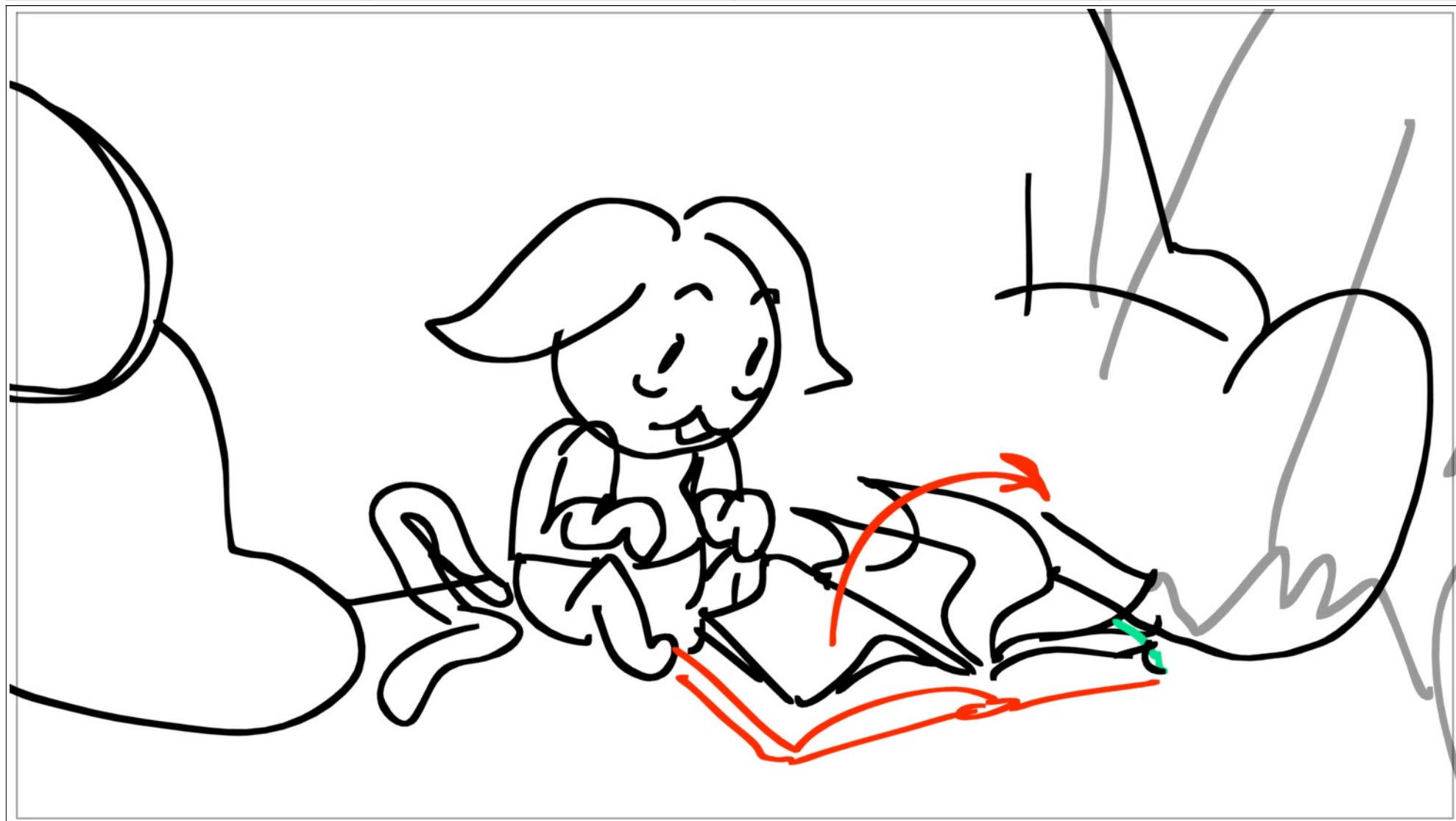
Dialog  
sfx: [FWOOM]

Scene	Duration	Panel	Duration
63	02:21	1	00:23



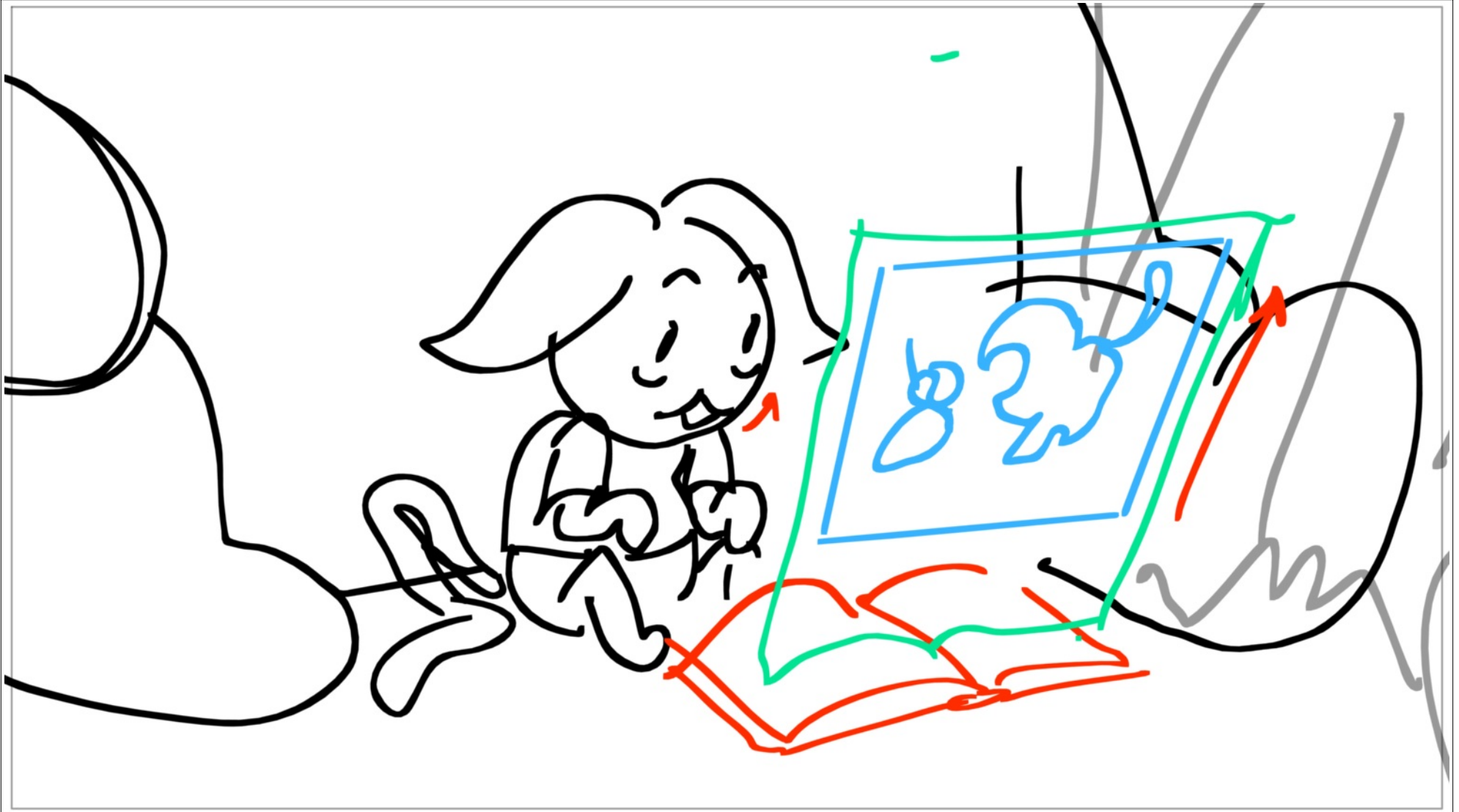
Dialog  
sfx: [FOOM]

Scene	Duration	Panel	Duration
63	02:21	2	00:23



Dialog  
sfx: [FWIP FWIP FWIP]

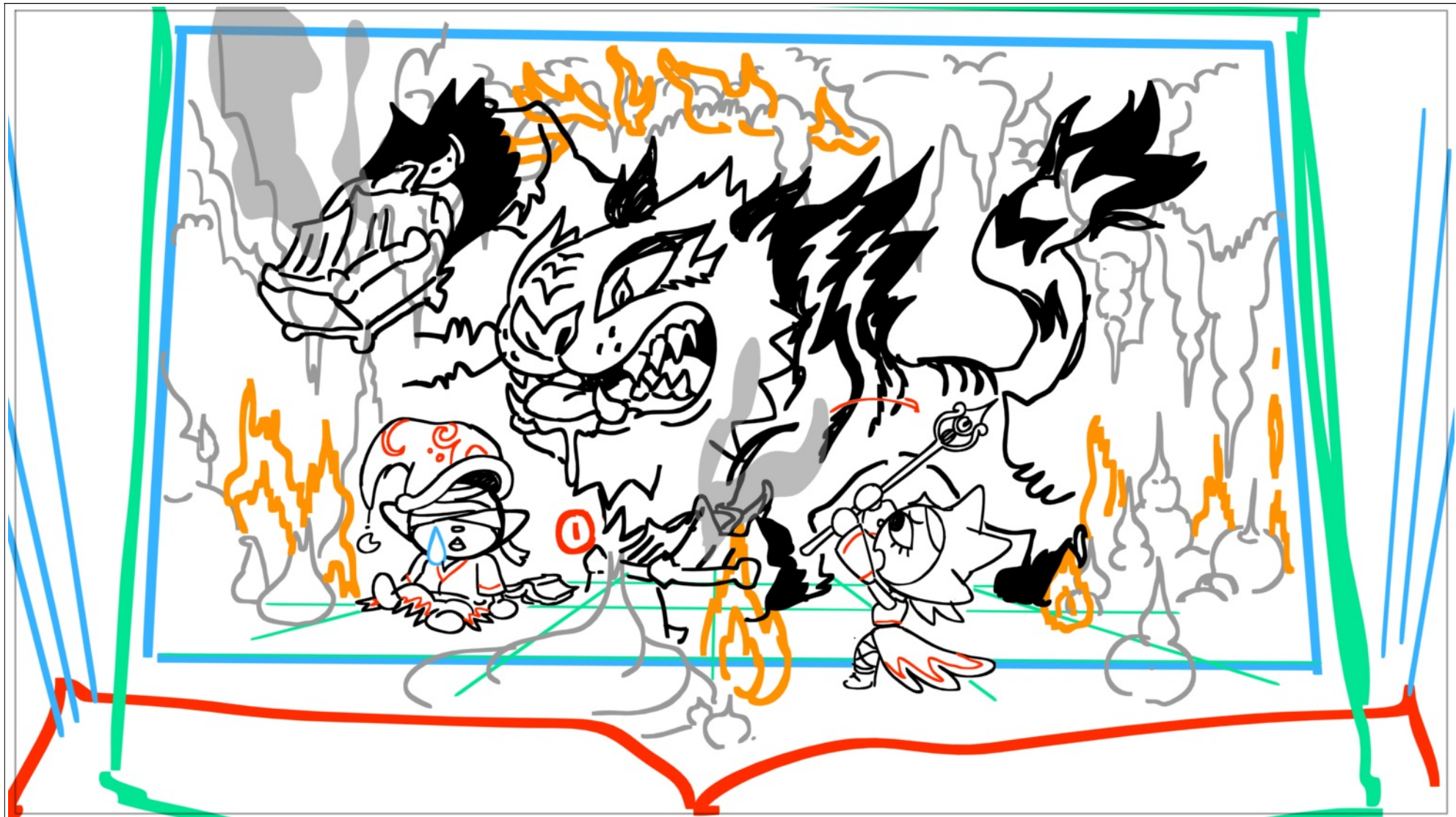
Scene	Duration	Panel	Duration
63	02:21	3	00:23



Dialog  
sfx: [tinny lion roar]



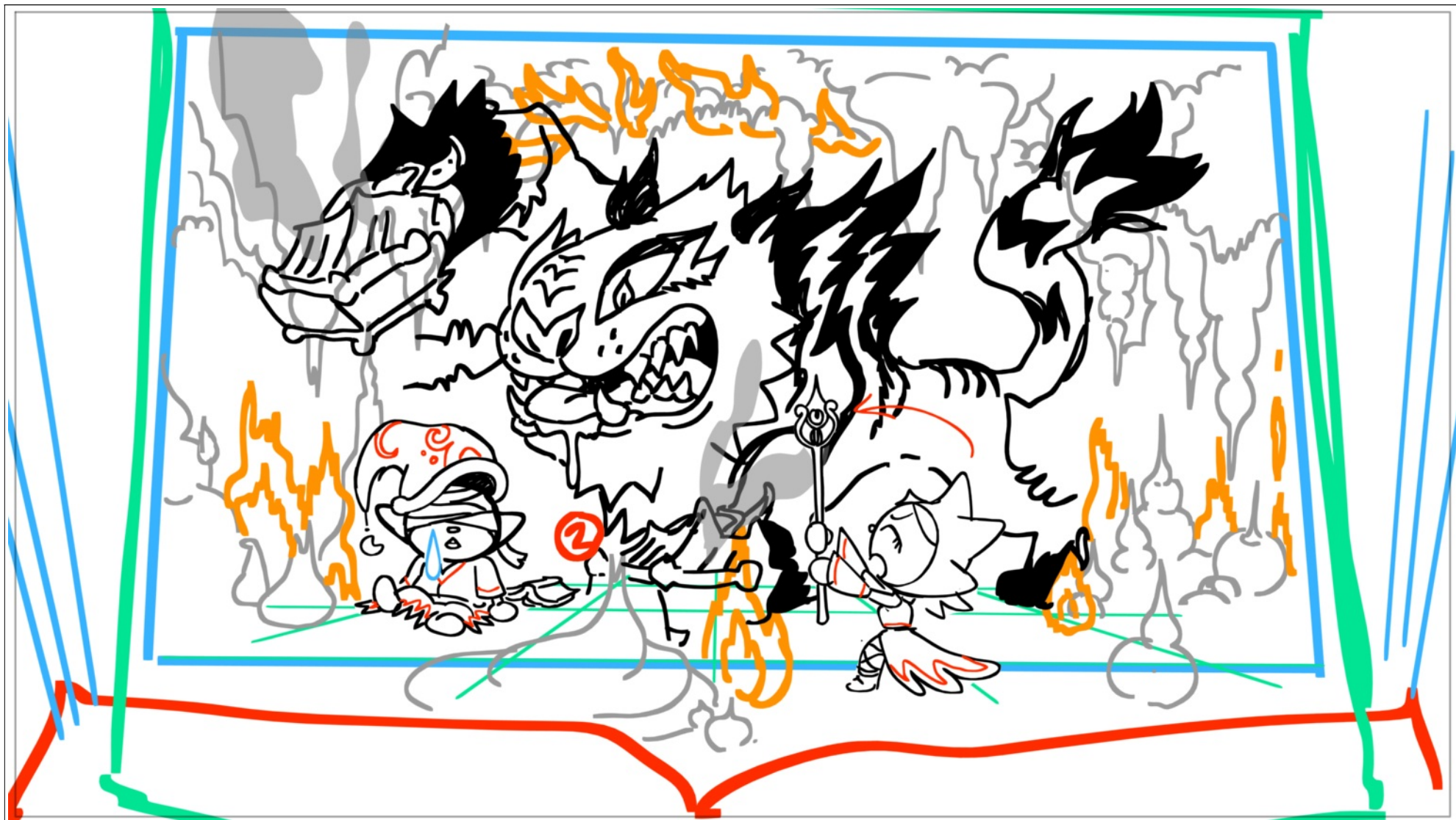
Scene	Duration	Panel	Duration
64	01:23	1	01:00



Dialog

BETH: (o/s) Casper is bitten, and the crown has already been stolen.

Scene	Duration	Panel	Duration
64	01:23	2	00:23



Dialog

BETH: (o/s) Casper is bitten, and the crown has already been stolen.

Scene	Duration	Panel	Duration
65	01:22	1	00:23





Scene	Duration	Panel	Duration
65	01:22	2	00:23

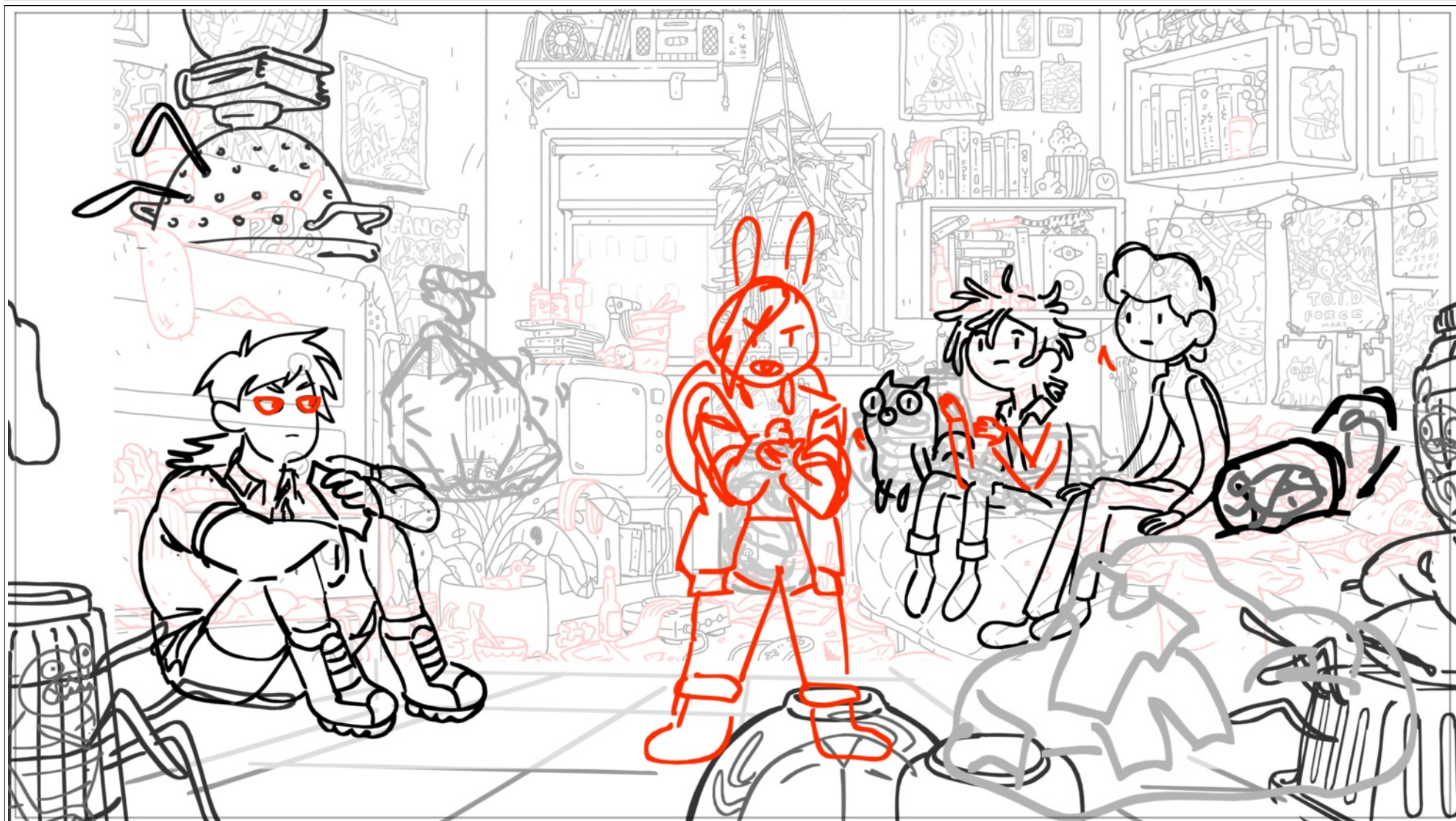


Dialog

B: No do-overs with this book, I guess...



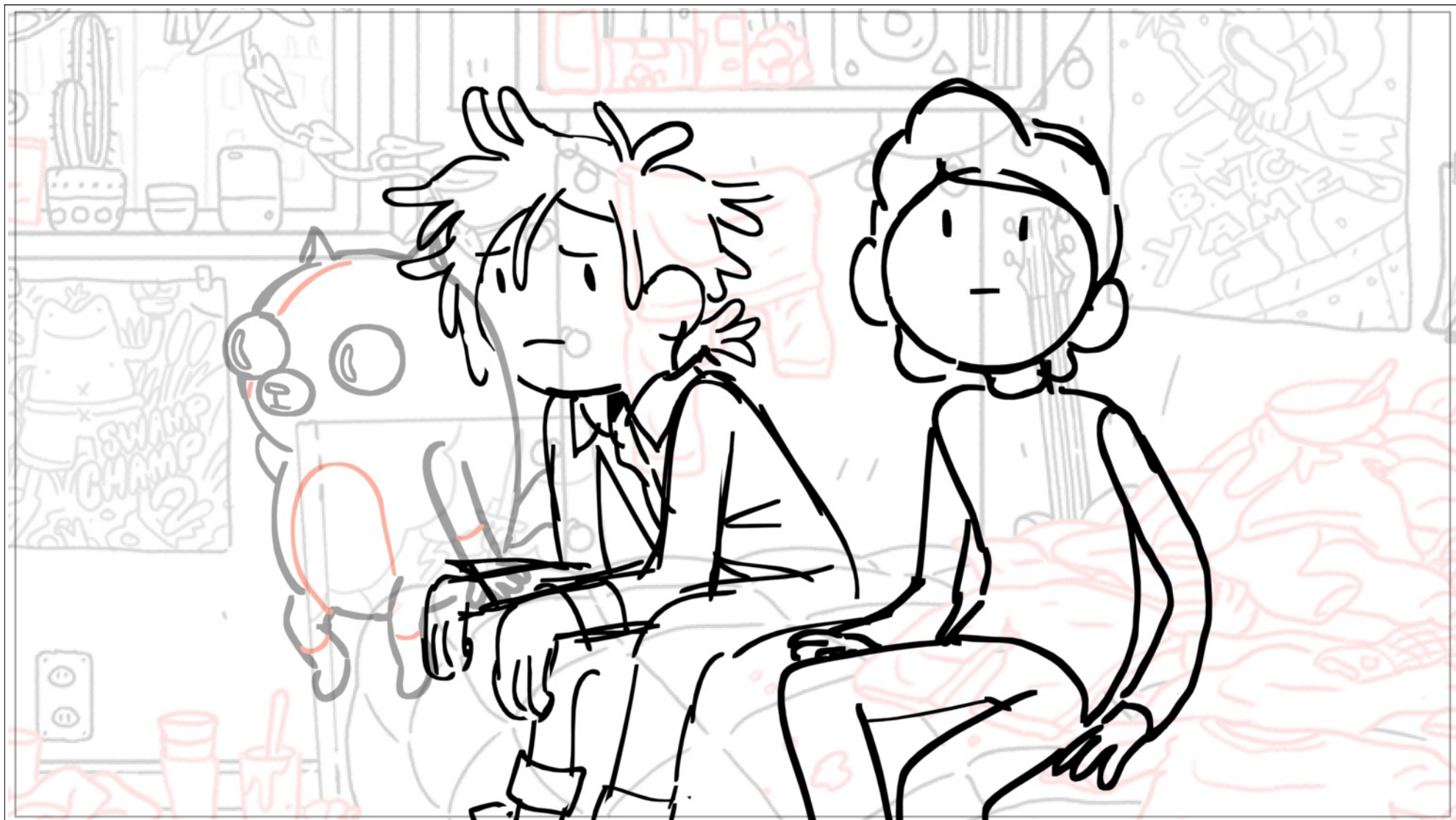
Scene	Duration	Panel	Duration
	75	02:21	3
			00:23



Dialog

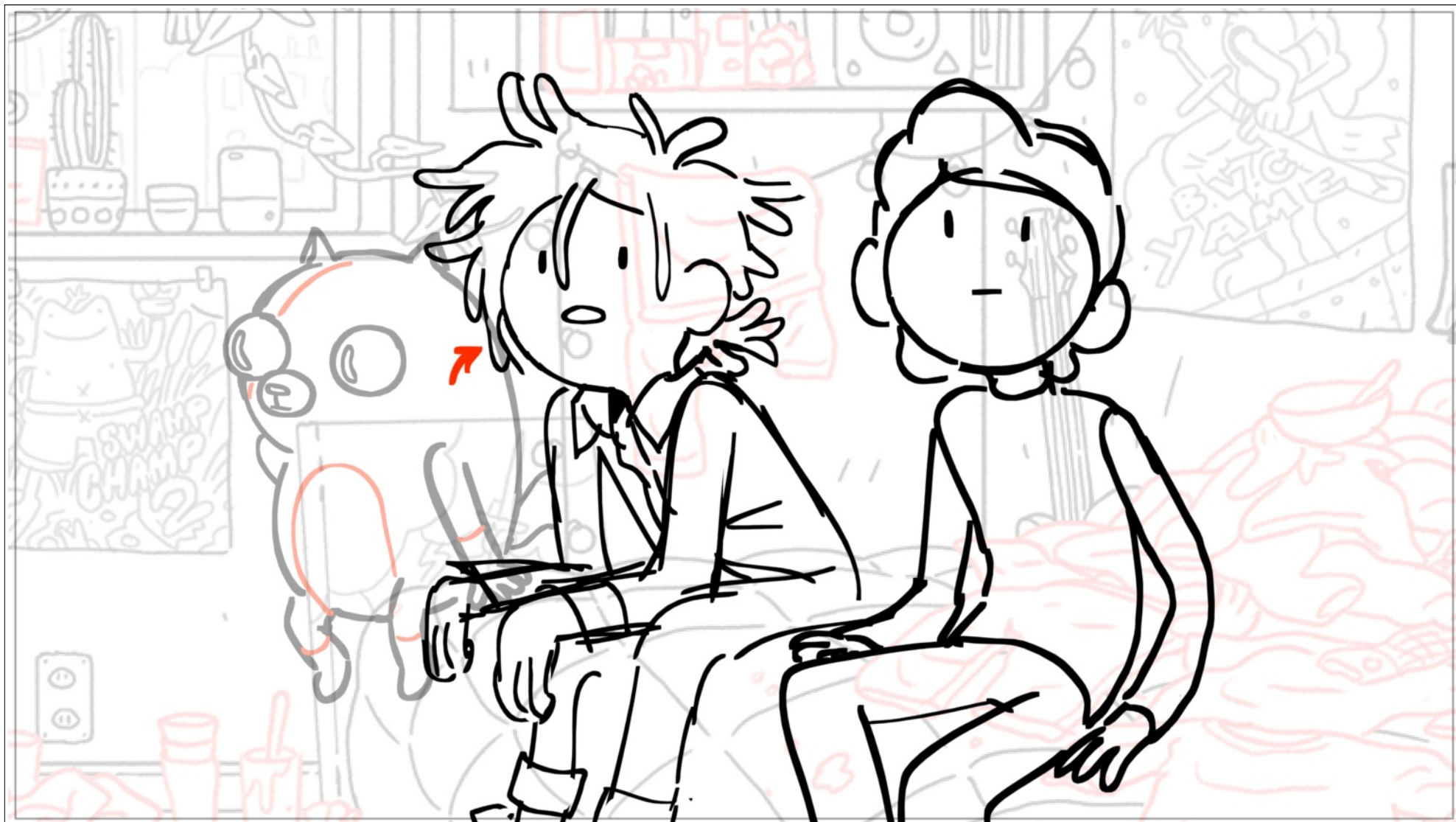
F: I'm gonna go back through the portal [...].

Scene	Duration	Panel	Duration
76	01:22	1	00:23



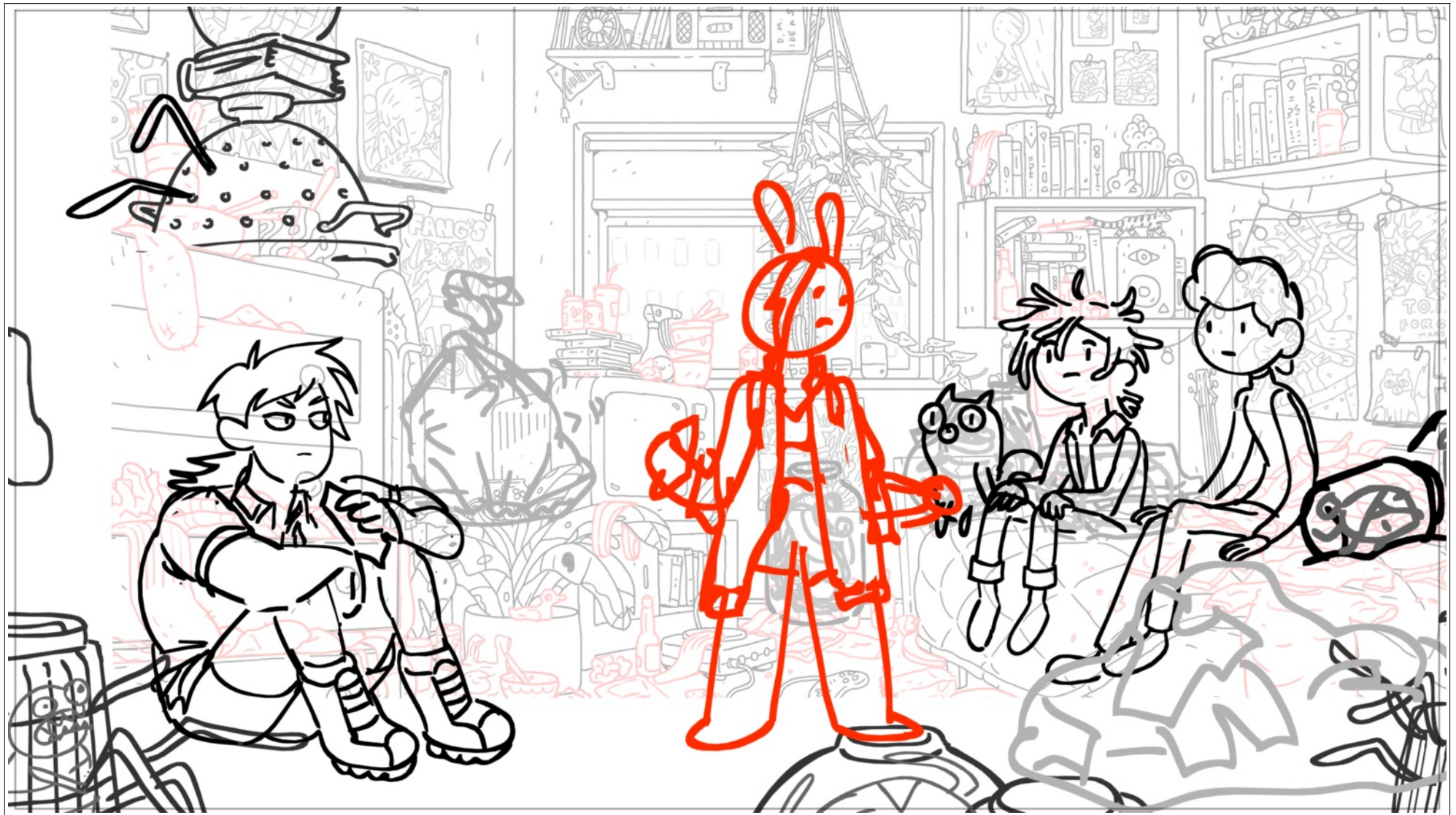


Scene	Duration	Panel	Duration
76	01:22	2	00:23



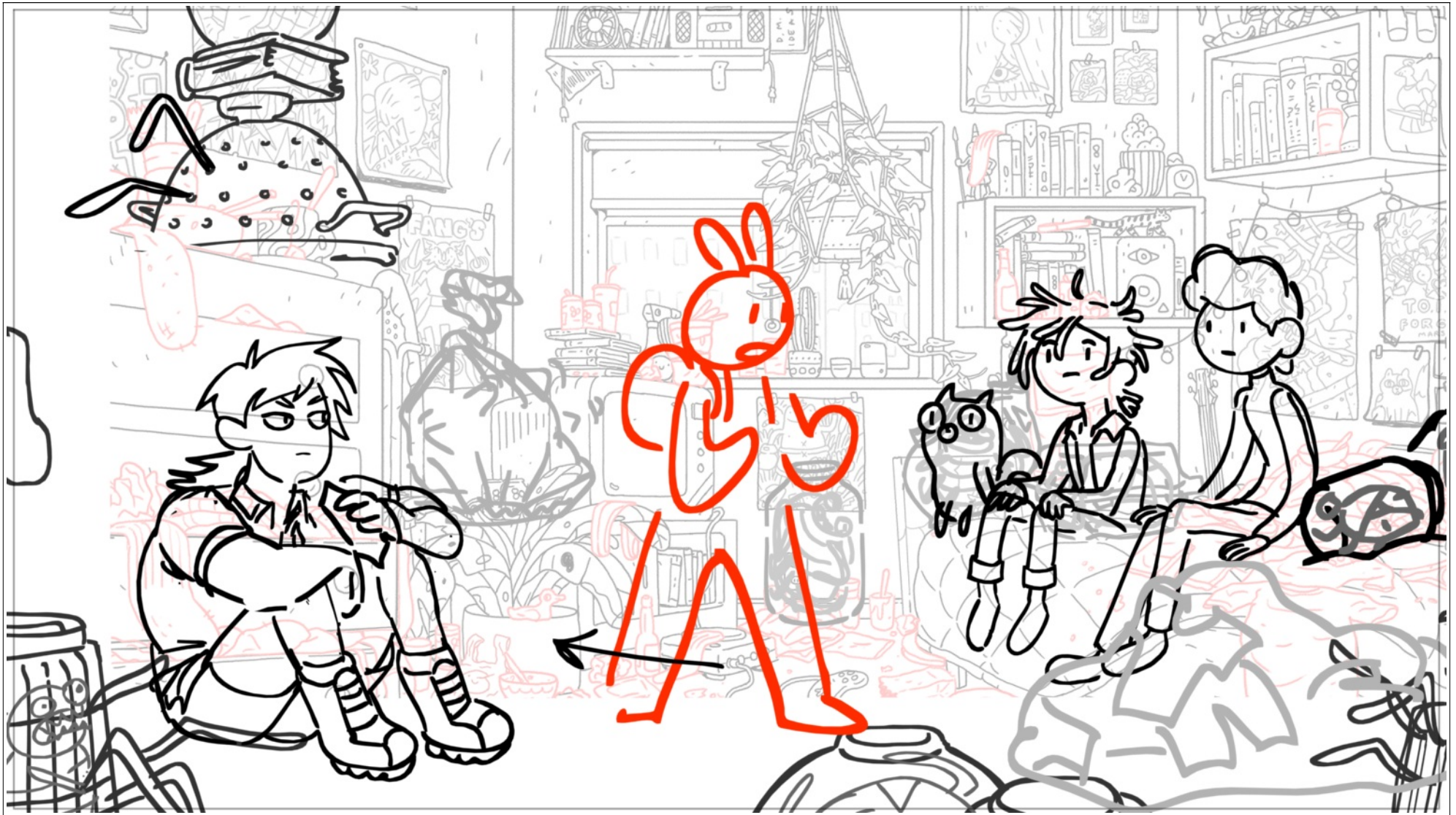
Dialog  
ML: The blue sparkles again?

Scene	Duration	Panel	Duration
77	04:19	1	00:23





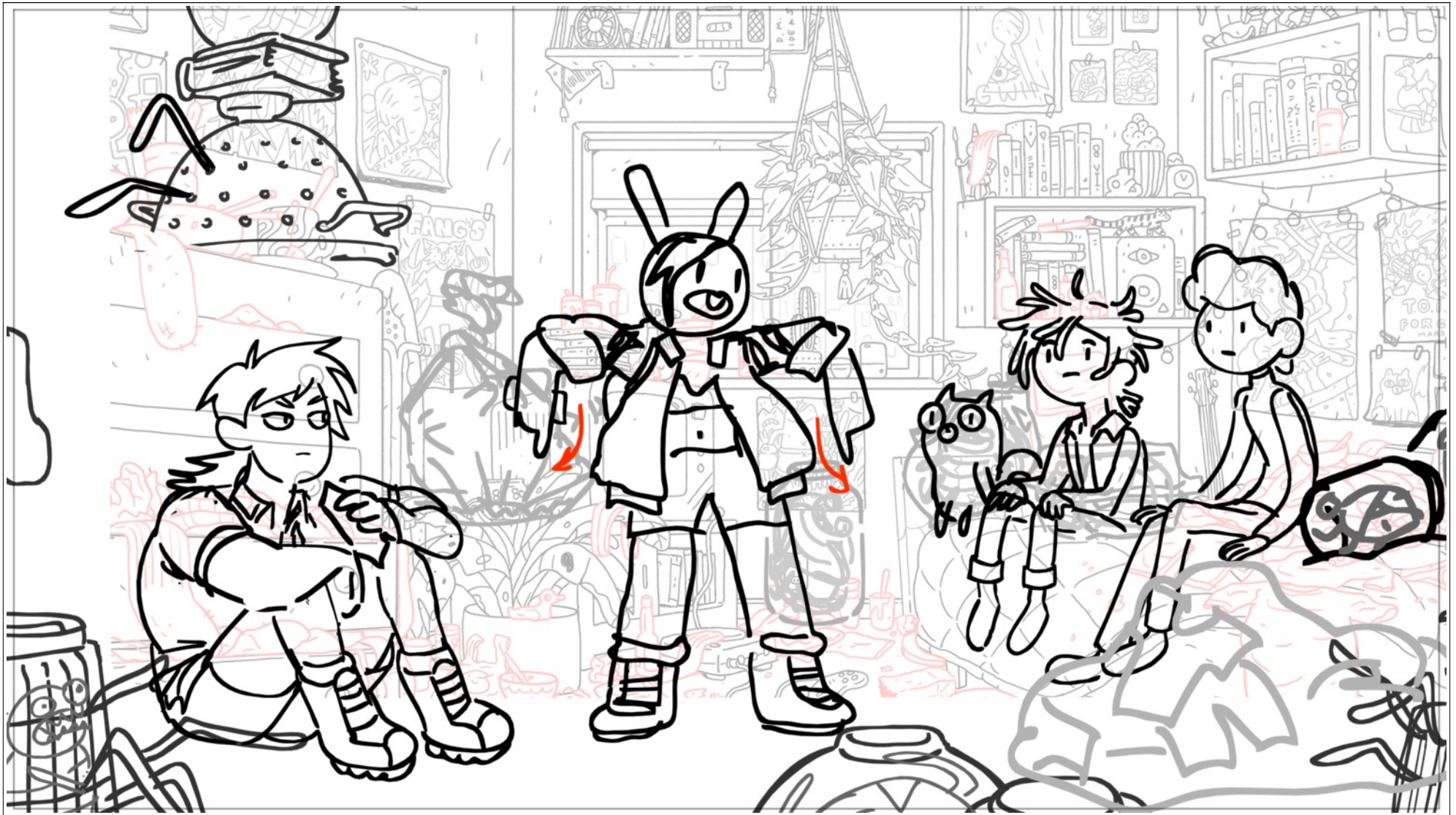
Scene	Duration	Panel	Duration
77	04:19	2	00:23



Dialog  
F: Yes!



Scene	Duration	Panel	Duration
	77	04:19	3
			00:23

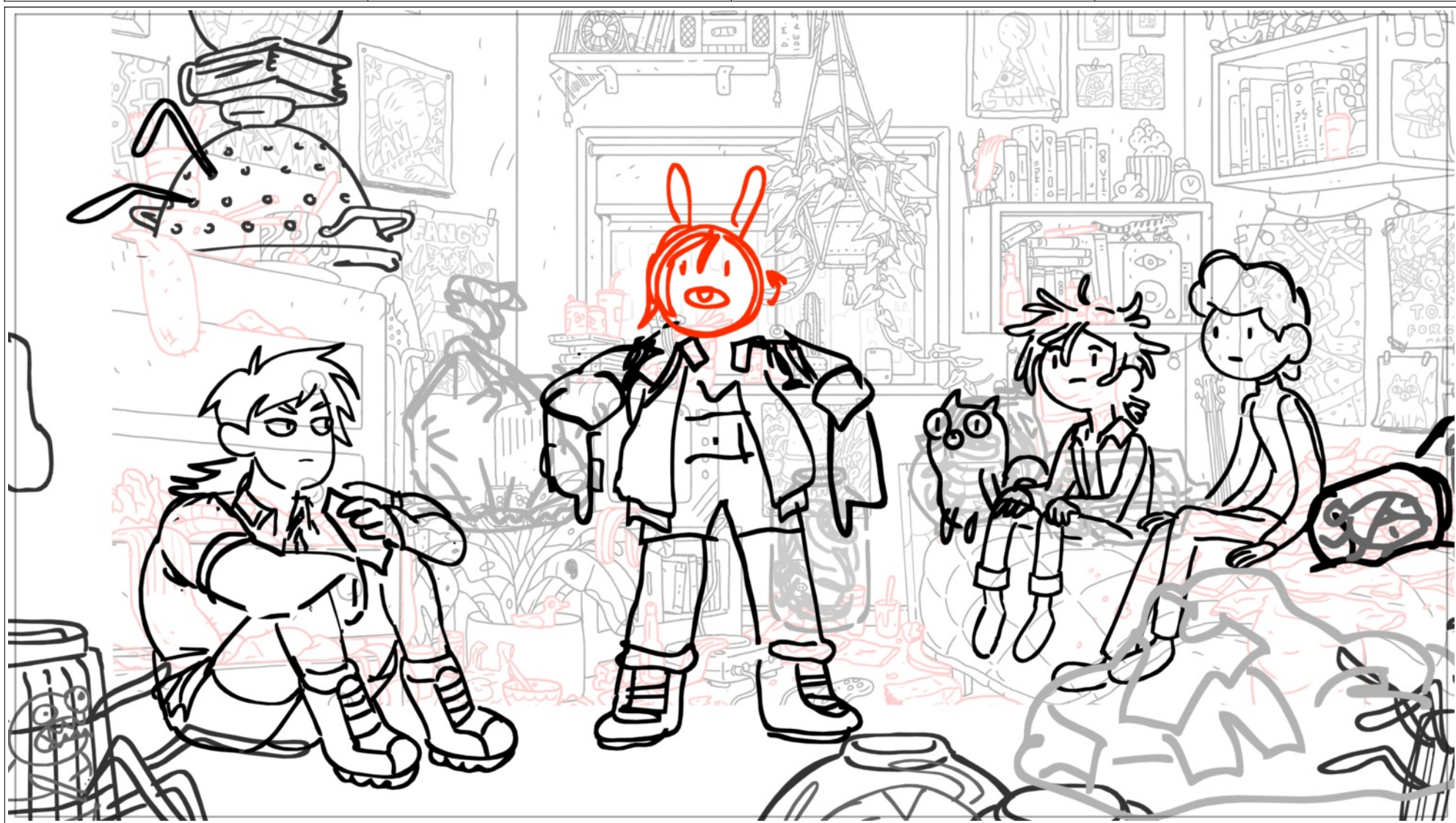


Dialog

F: The scarab got here the same way as us.



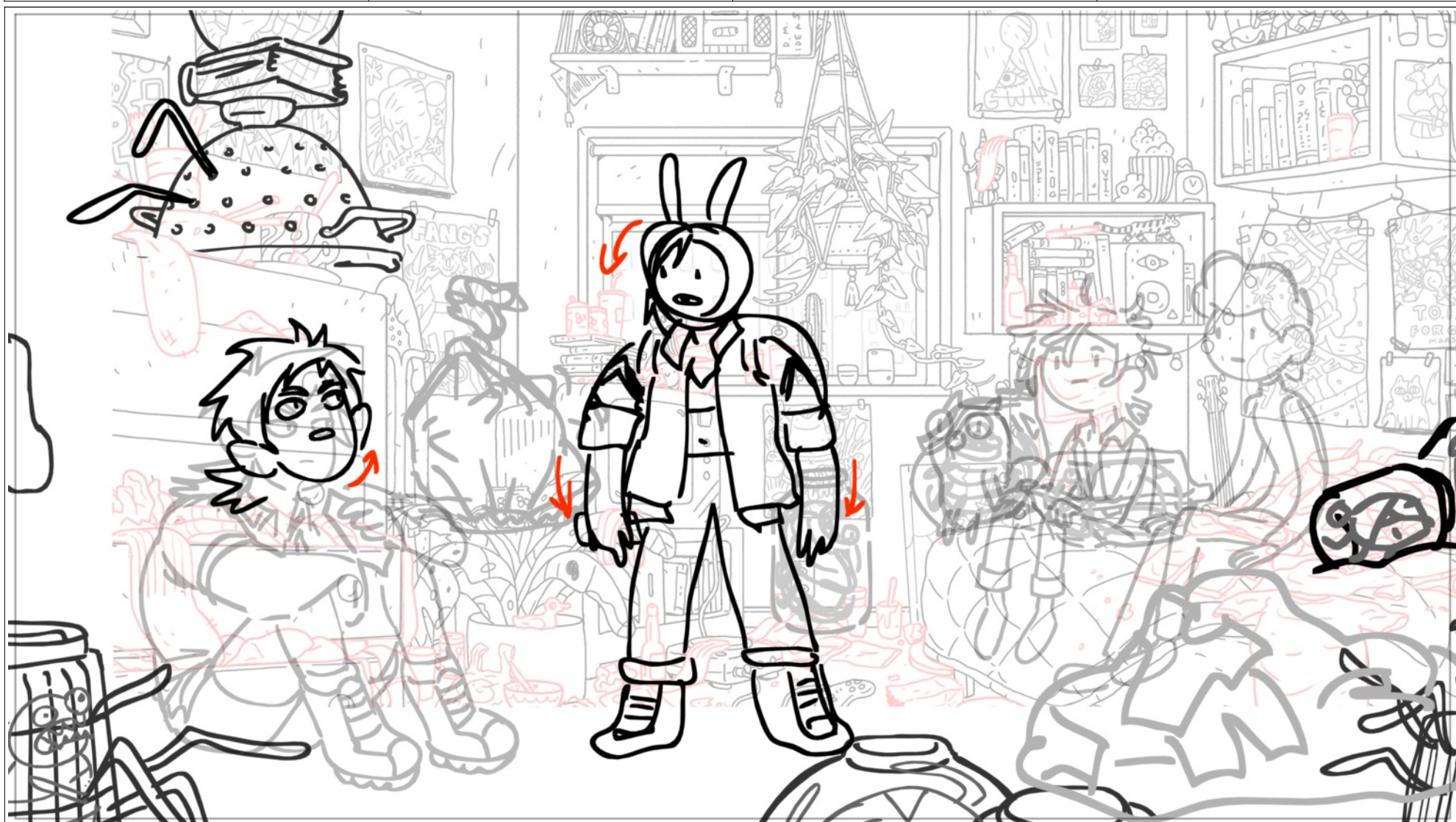
Scene	Duration	Panel	Duration
	77	04:19	4
			00:23



Dialog

F: The ice portals could still be active.

Scene	Duration	Panel	Duration
77	04:19	5	00:23



Dialog  
HUNTER: Hey..



Scene	Duration	Panel	Duration
78	01:22	1	00:23



Dialog

H: I saw a glowing opening, with blue sparkles,

Scene	Duration	Panel	Duration
78	01:22	2	00:23



Dialog  
H: out there in the park.

Scene	Duration	Panel	Duration
79	01:22	1	00:23



Scene	Duration	Panel	Duration
79	01:22	2	00:23



Dialog  
F: Let's go, Cake.

Scene	Duration	Panel	Duration
80	03:20	1	00:23



Scene	Duration	Panel	Duration
80	03:20	2	00:23



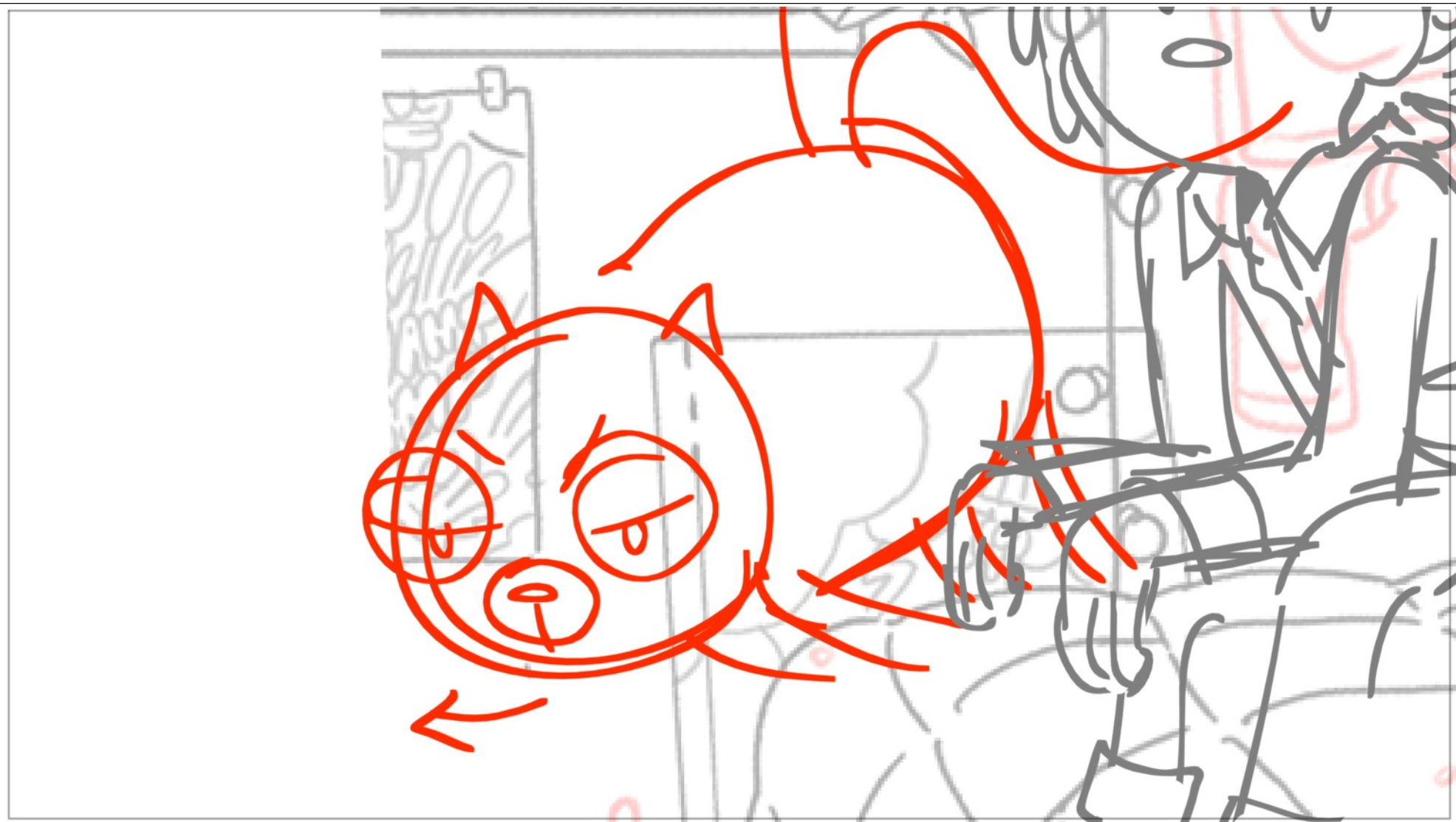


Scene	Duration	Panel	Duration
80	03:20	3	00:23



Action Notes  
CAKE nods

Scene	Duration	Panel	Duration
80	03:20	4	00:23



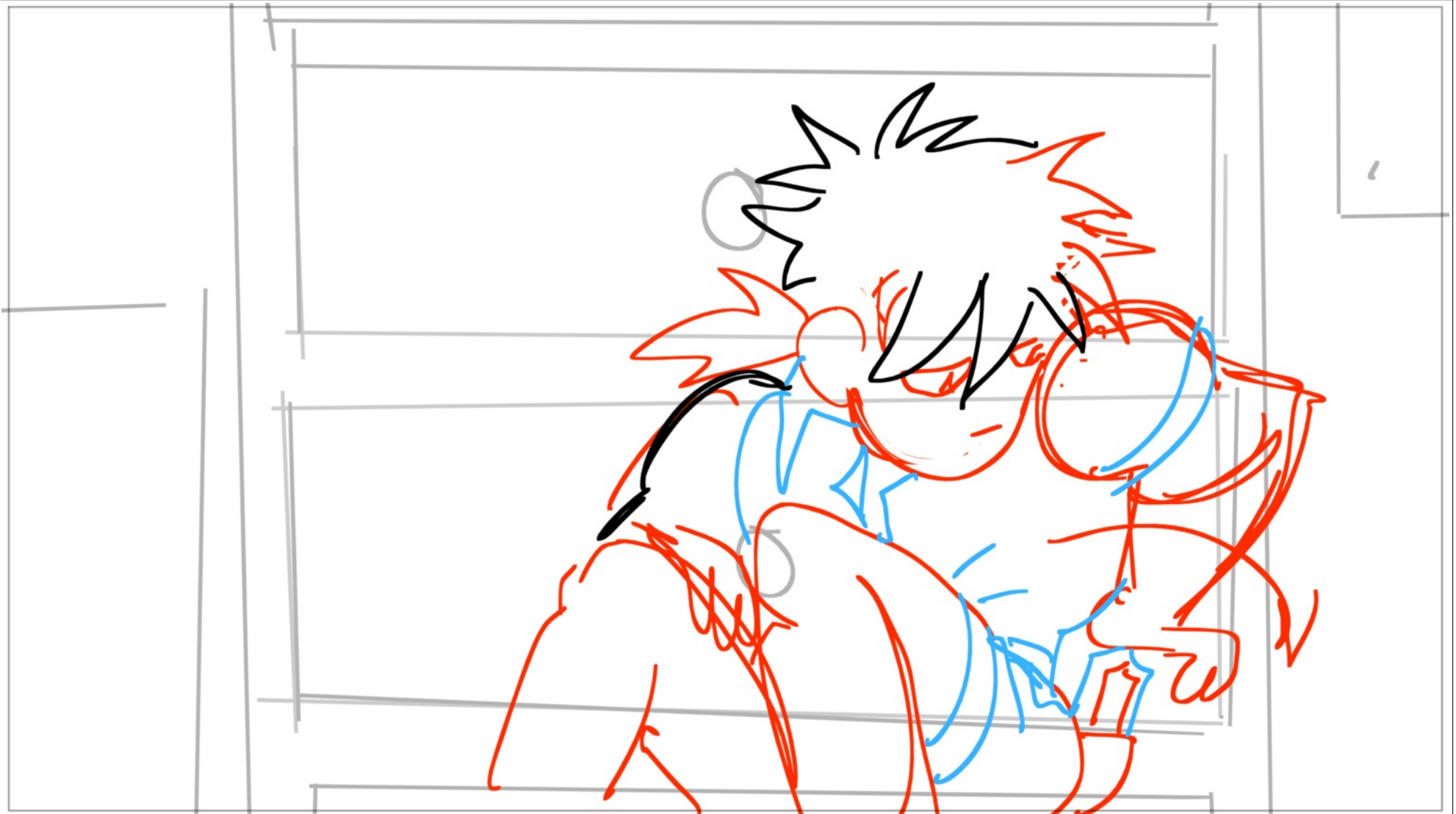


Scene	Duration	Panel	Duration
81	03:20	1	00:23



Dialog  
HUNTER: I'll take you there.

Scene	Duration	Panel	Duration
81	03:20	2	00:23



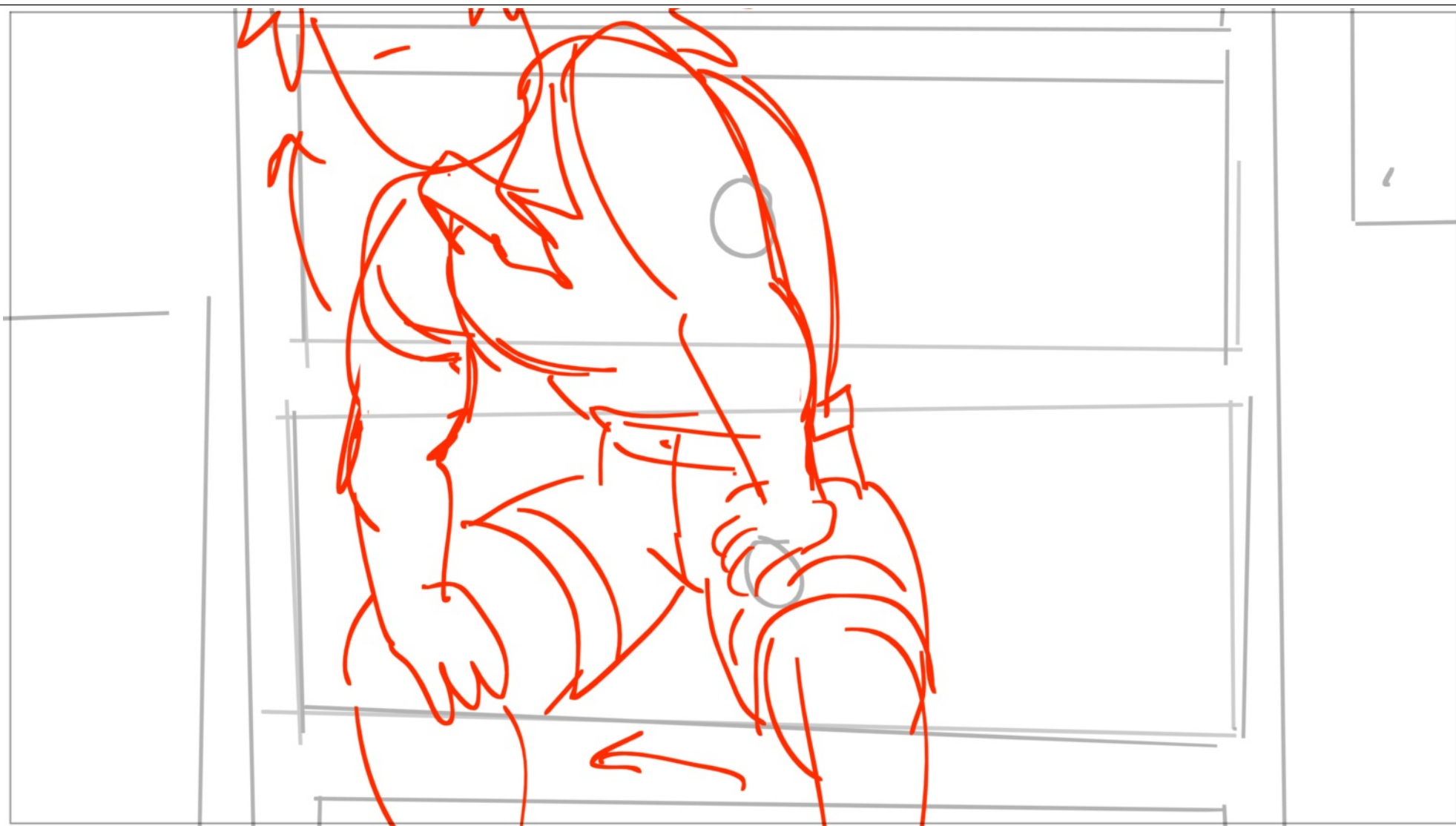
Dialog  
HUNTER: I'll take you there.

Scene	Duration	Panel	Duration
81	03:20	3	00:23



Dialog  
HUNTER: I'll take you there.

Scene	Duration	Panel	Duration
81	03:20	4	00:23

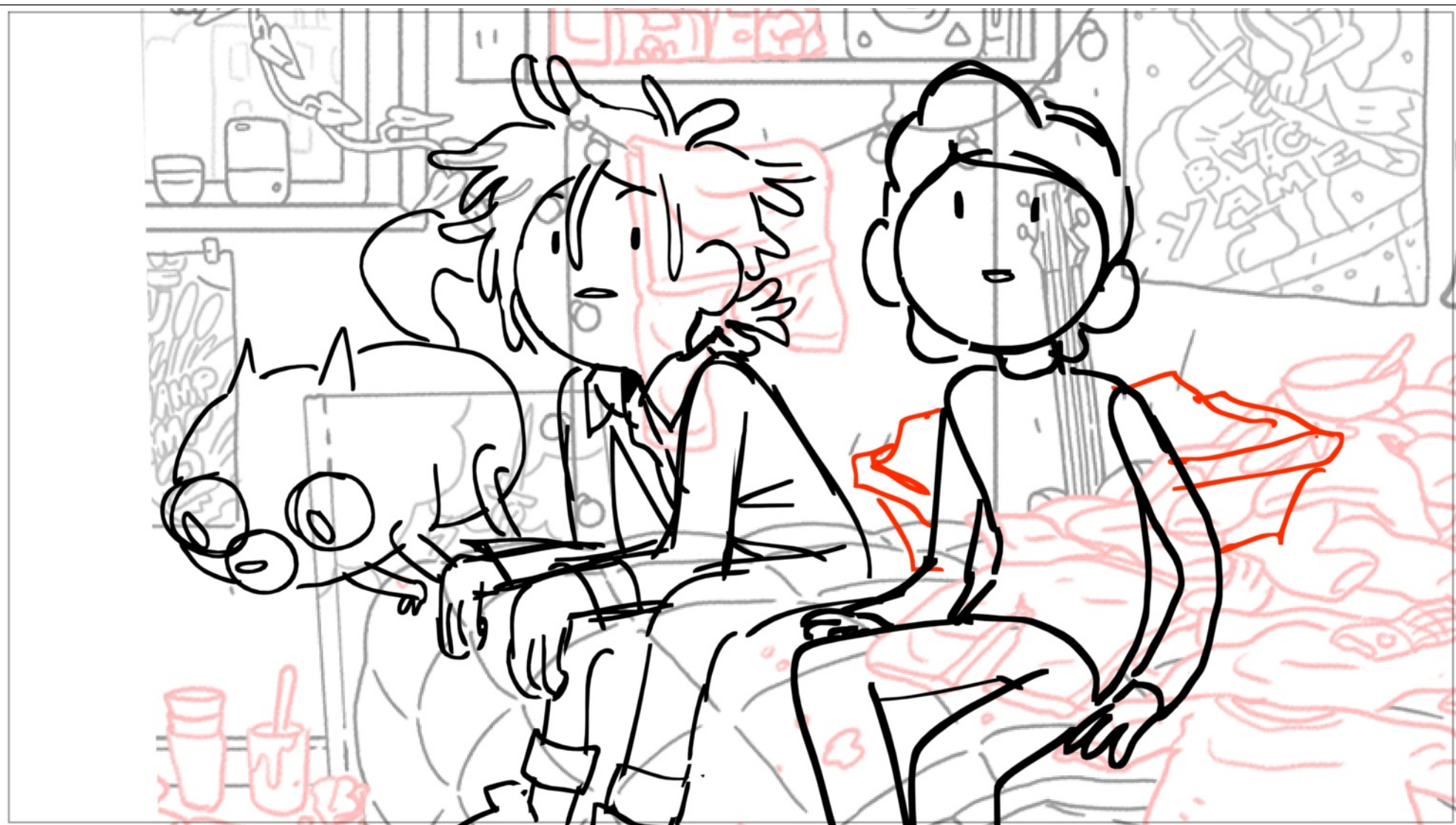


Dialog

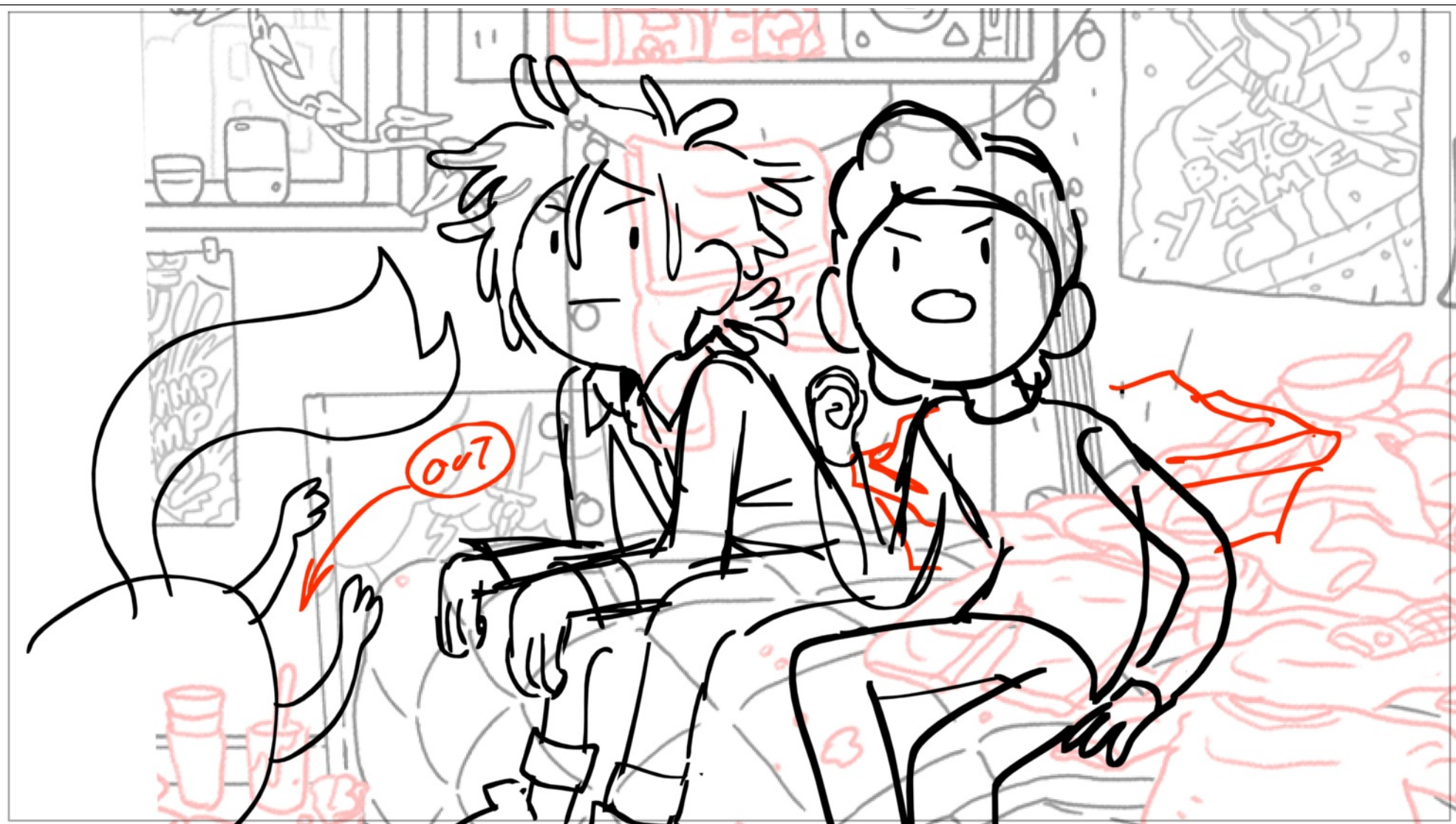
HUNTER: I'll take you there.



Scene	Duration	Panel	Duration
82	01:22	1	00:23



Scene	Duration	Panel	Duration
82	01:22	2	00:23

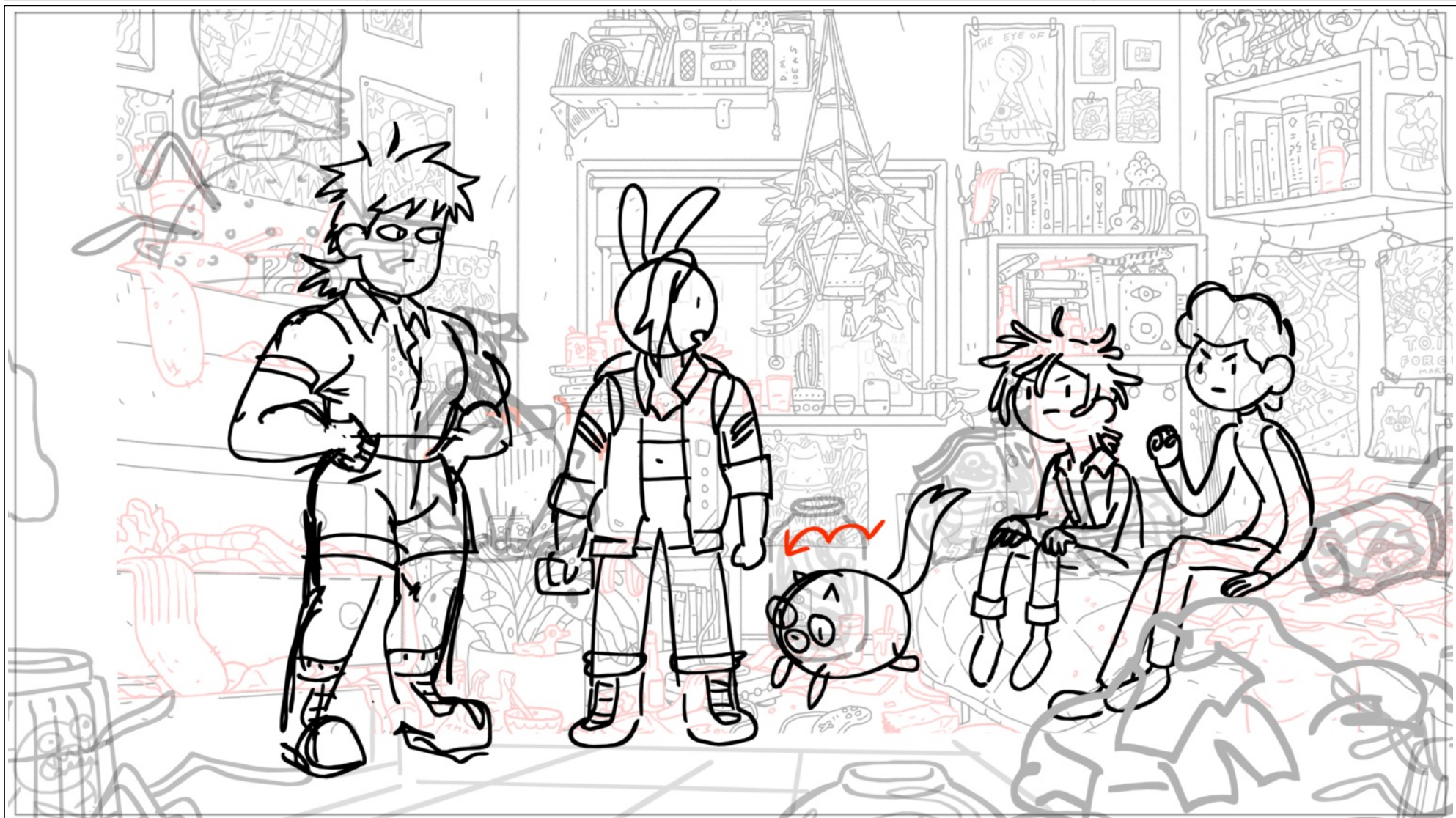


Dialog

G: We'll look too [...] !

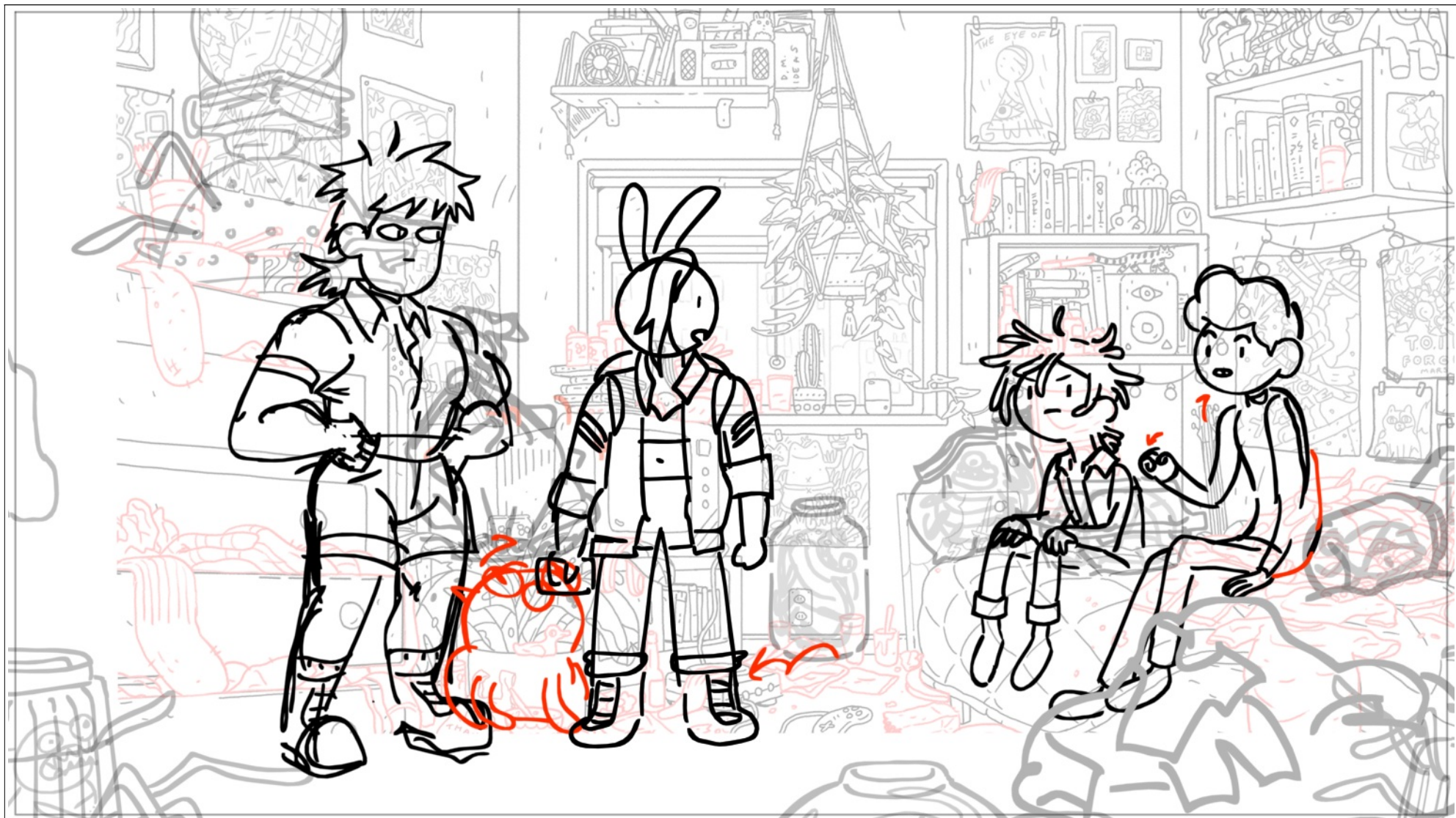


Scene	Duration	Panel	Duration
83	12:12	1	01:00



Dialog  
FIONNA: Really?

Scene	Duration	Panel	Duration
	83	12:12	2
			00:23

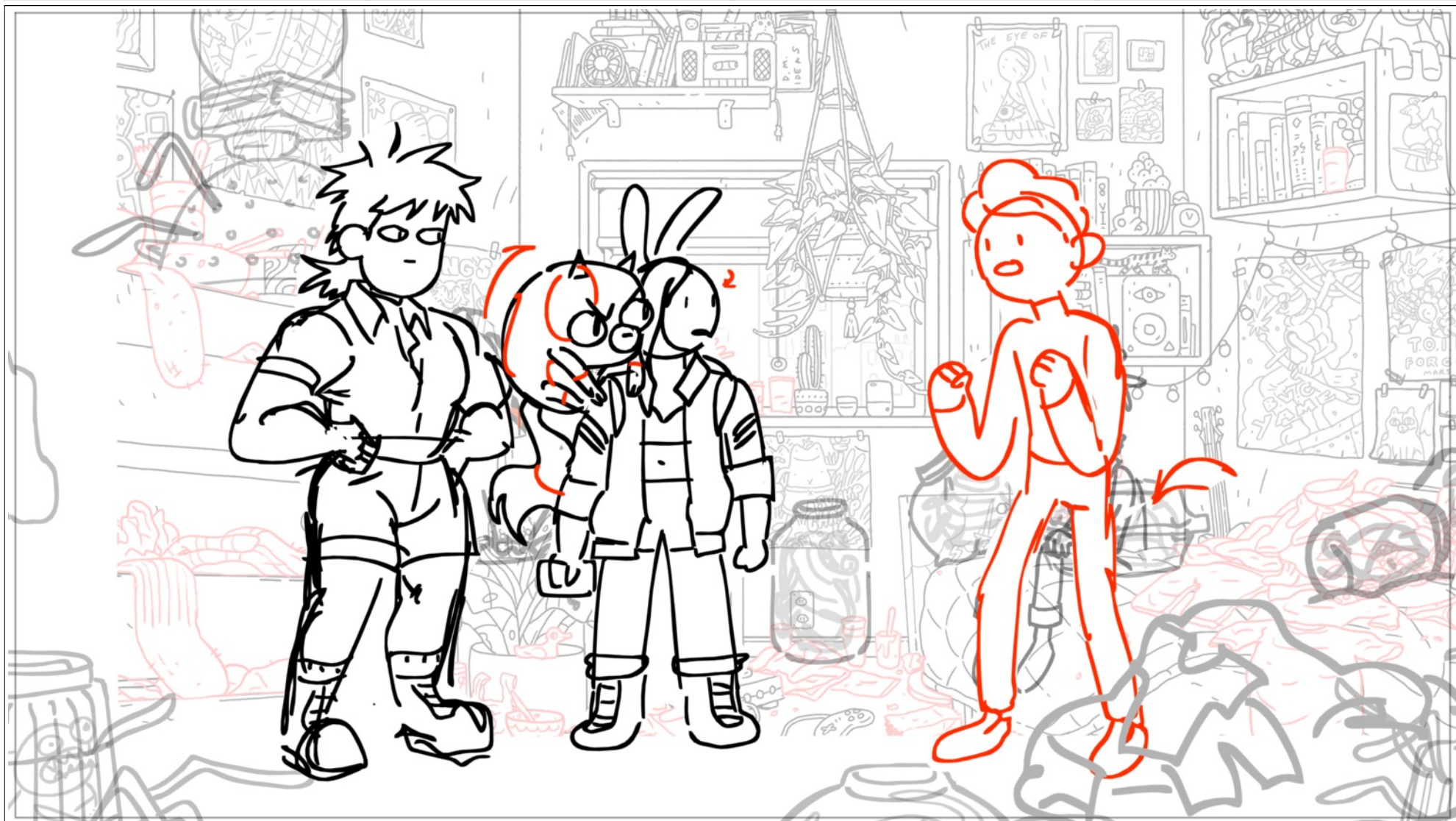


Dialog

GARY: We can cover more ground --



Scene	Duration	Panel	Duration
83	12:12	3	00:23



Dialog

G: -- if we look for portals everywhere.

Scene	Duration	Panel	Duration
	83	12:12	4
			00:23



Dialog

ML: I could even call my --

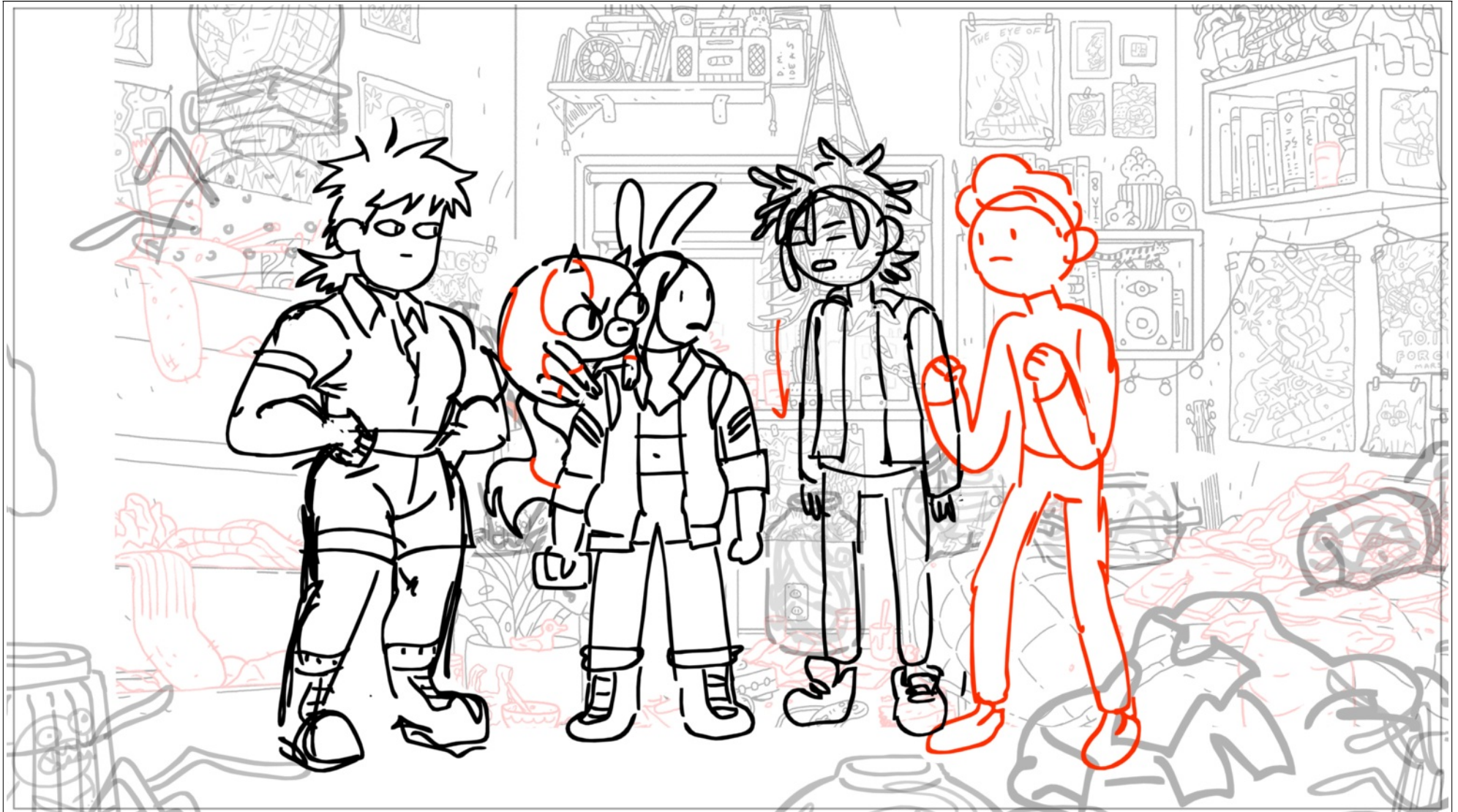


Scene	Duration	Panel	Duration
83	12:12	5	00:23



Dialog  
ML: [sigh]

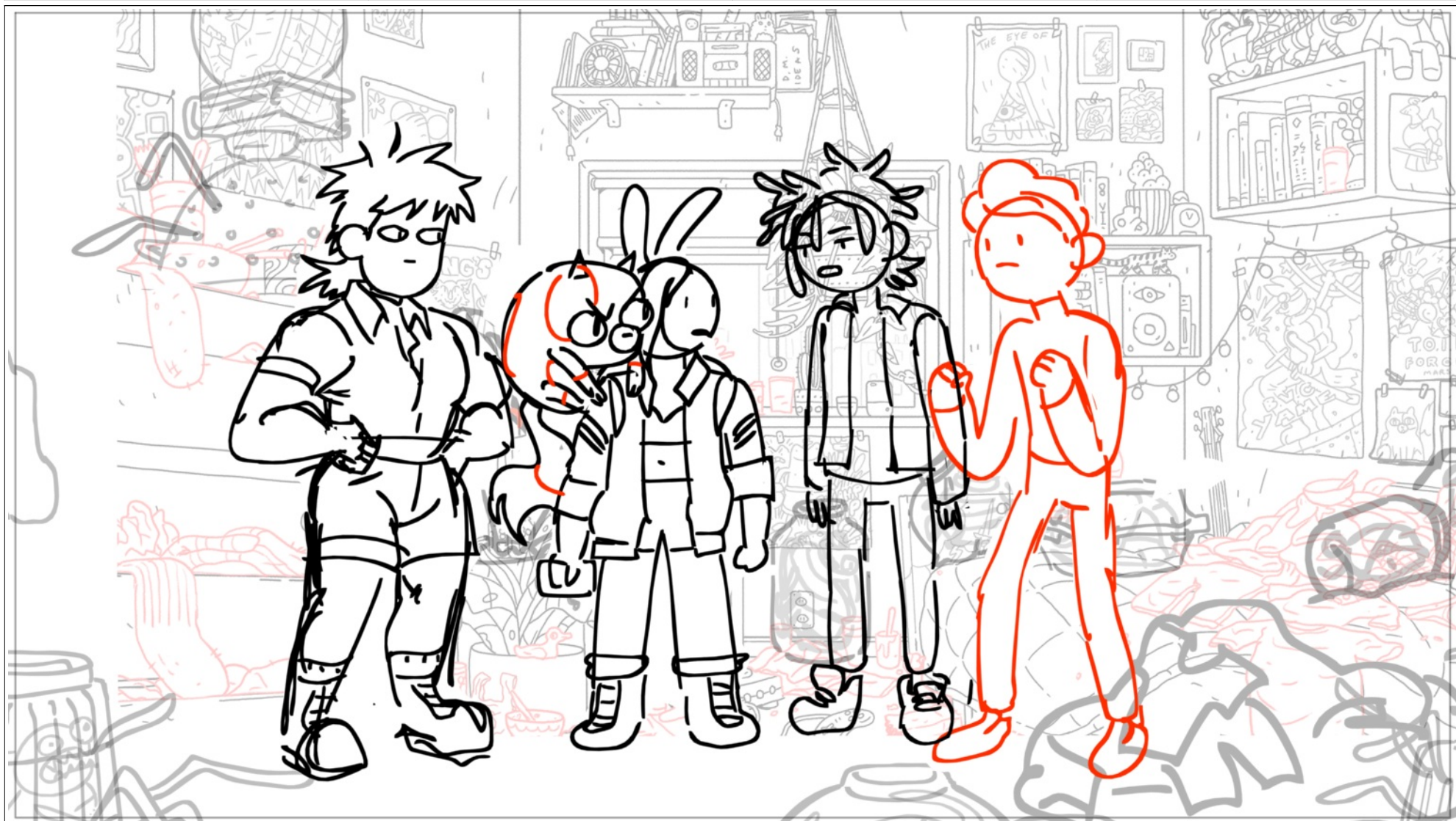
Scene	Duration	Panel	Duration
83	12:12	6	00:23



Dialog  
ML: mom.

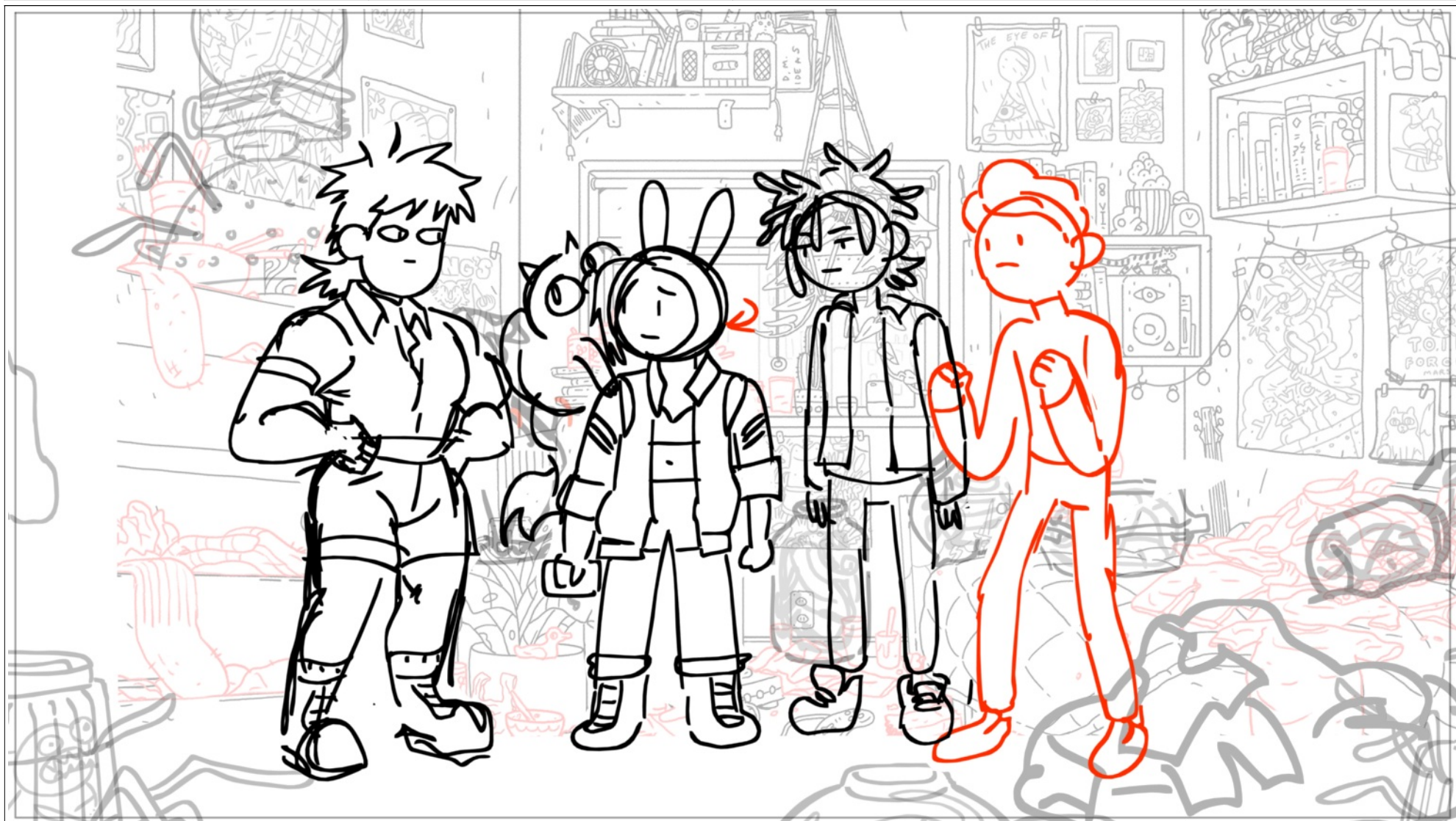


Scene	Duration	Panel	Duration
	83	12:12	7
			00:23



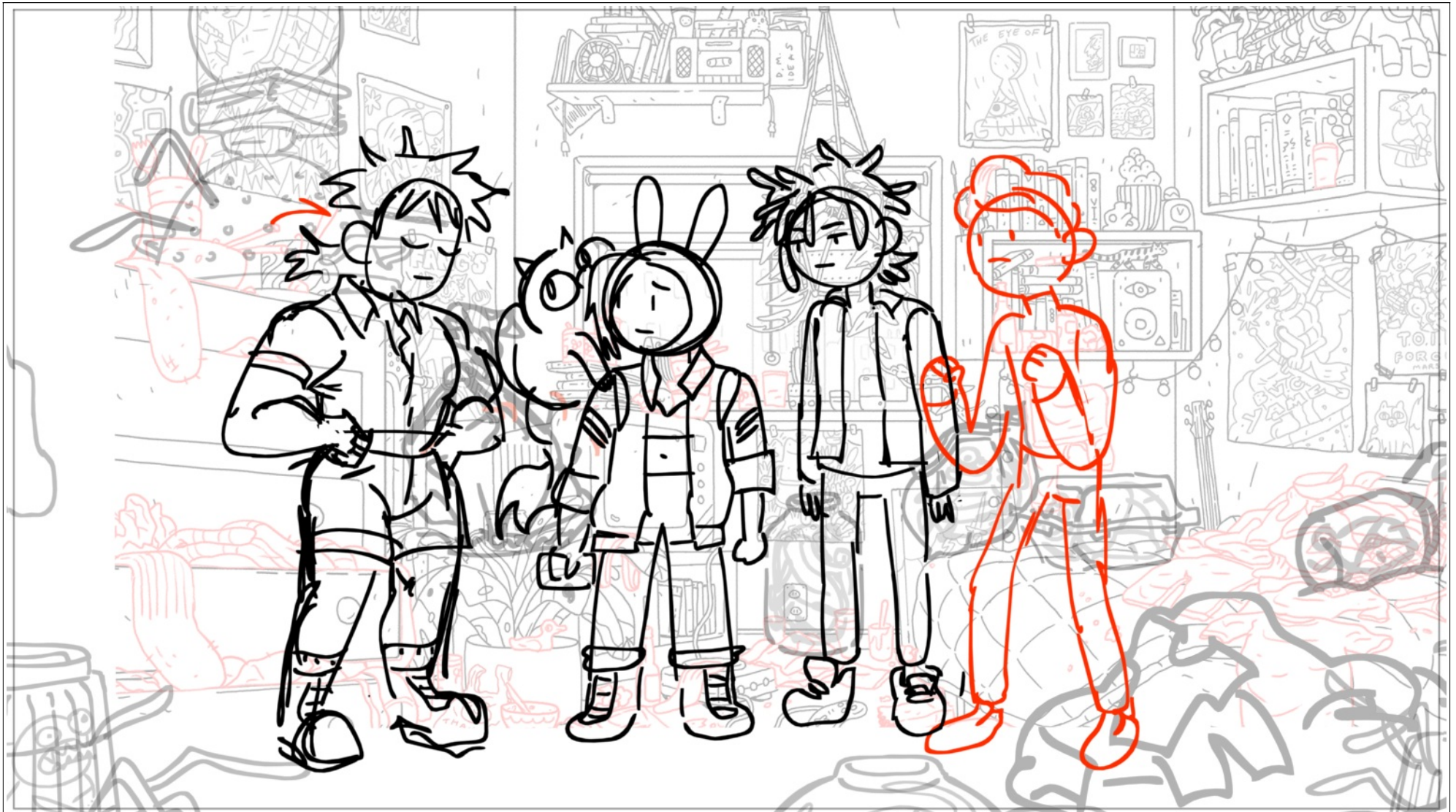
Dialog  
ML: If we have to.

Scene	Duration	Panel	Duration
	83	12:12	8
			00:23





Scene	Duration	Panel	Duration
	83	12:12	9
			00:23



Action Notes  
HUNTER nod [...] s



Scene	Duration	Panel	Duration
83	12:12	10	00:23



Dialog  
F: Thanks, guys.



Scene	Duration	Panel	Duration
83	12:12	11	00:23



Action Notes  
the gang moves out

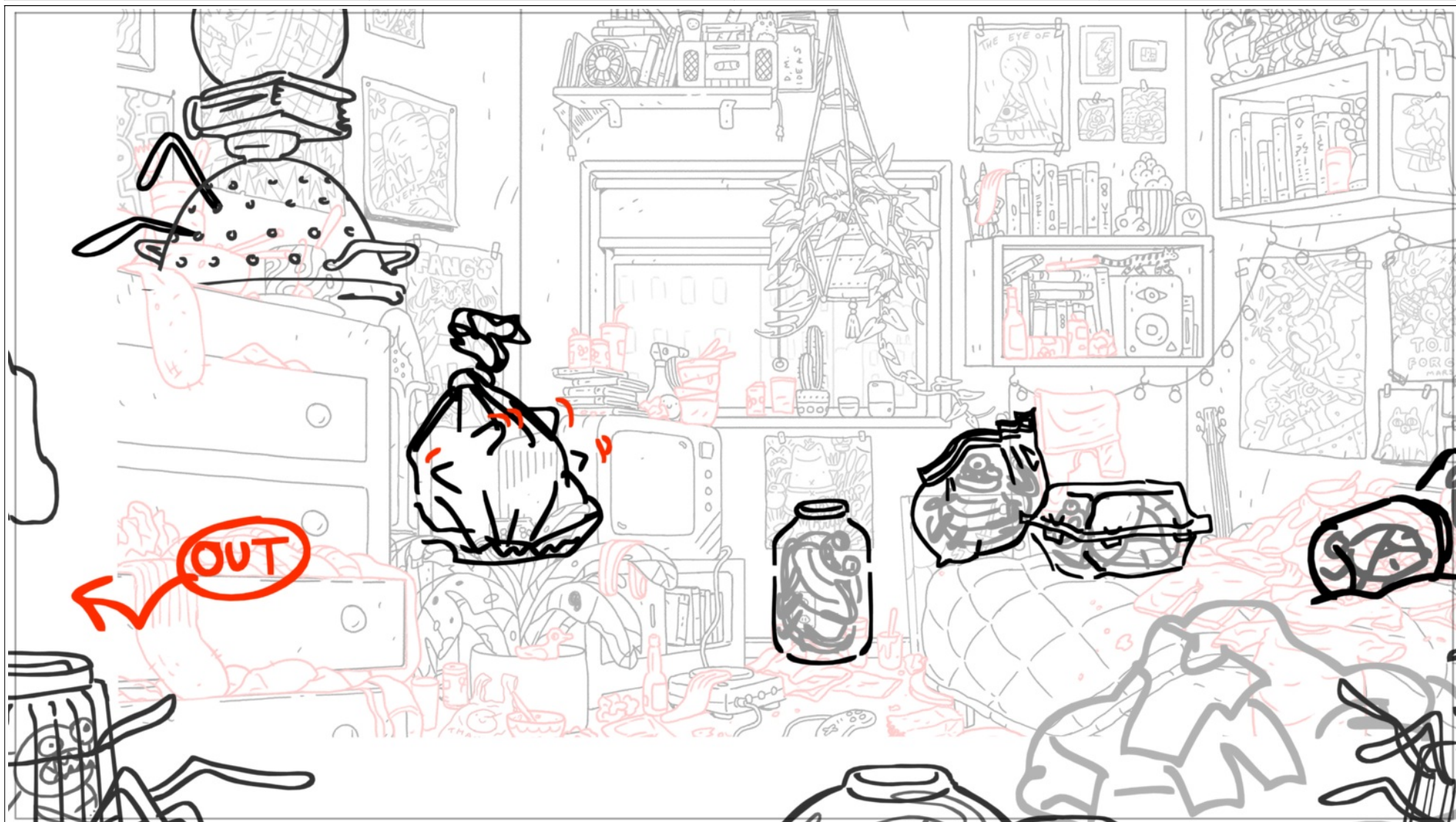


Scene	Duration	Panel	Duration
	83	12:12	12
			00:23



Action Notes  
the gang moves out

Scene	Duration	Panel	Duration
	83	12:12	13
			00:23



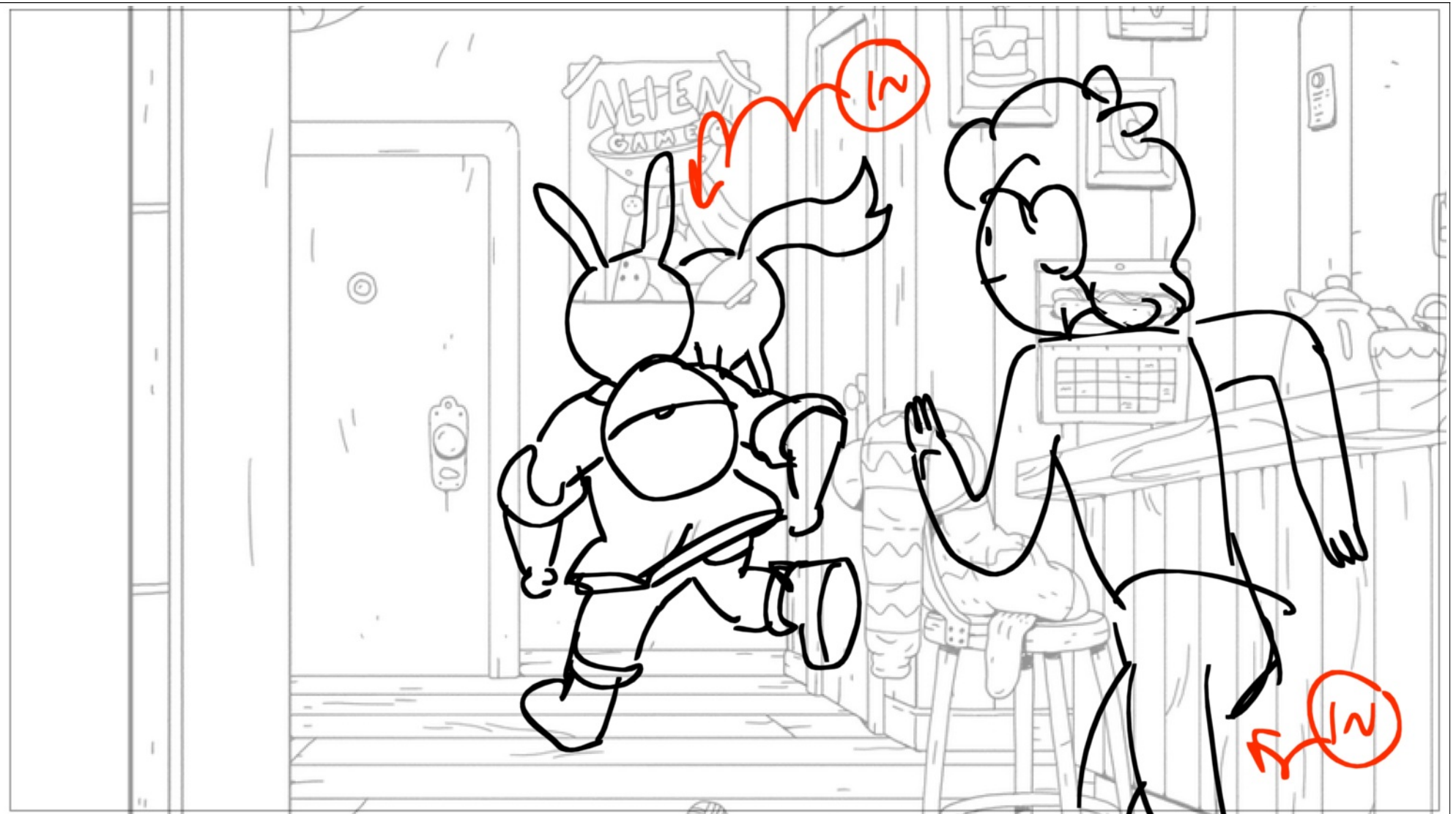
Action Notes  
the gang moves out



Scene	Duration	Panel	Duration
84	03:20	1	00:23



Scene	Duration	Panel	Duration
84	03:20	2	00:23

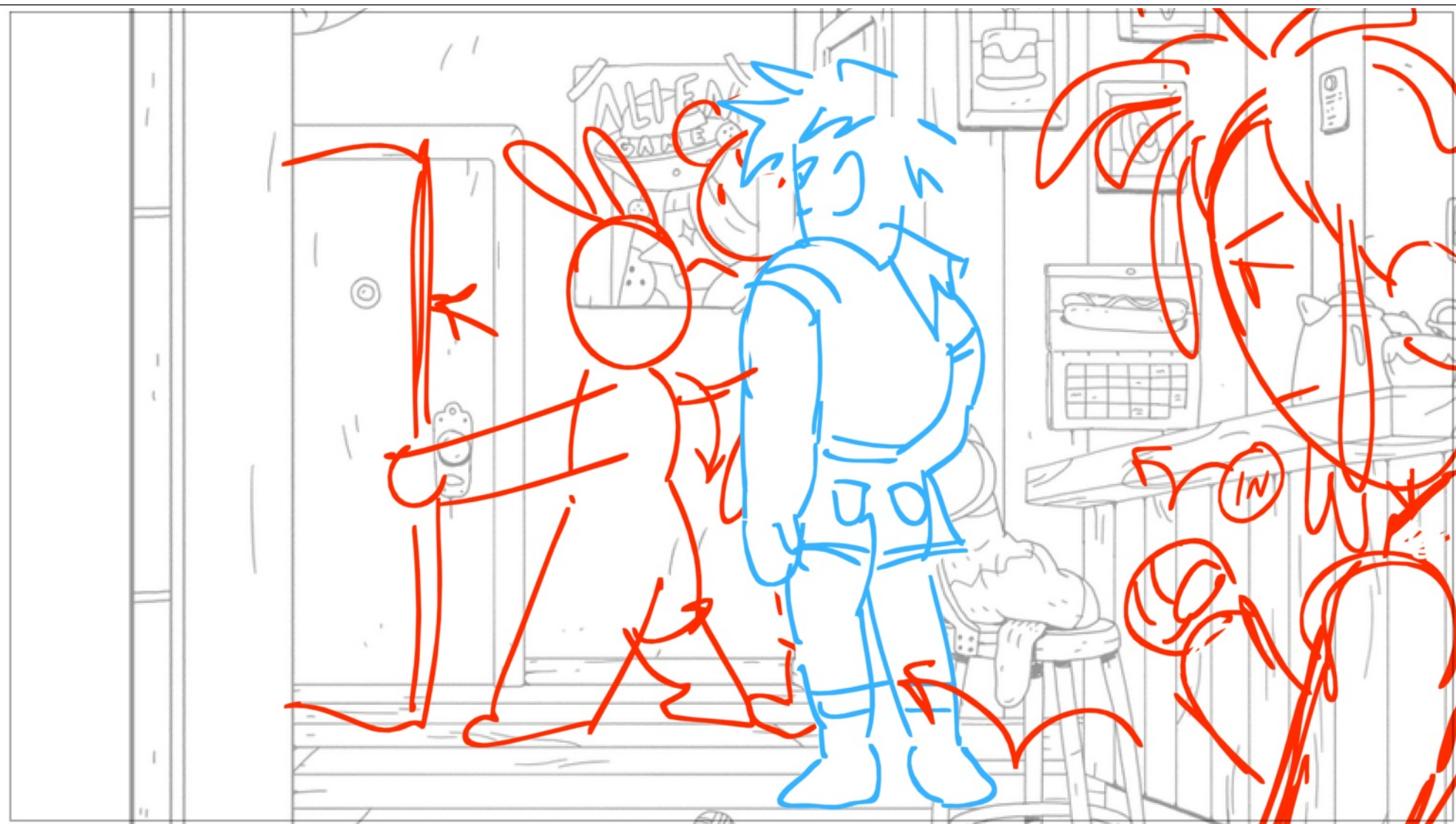


Scene	Duration	Panel	Duration
84	03:20	3	00:23





Scene	Duration	Panel	Duration
84	03:20	4	00:23



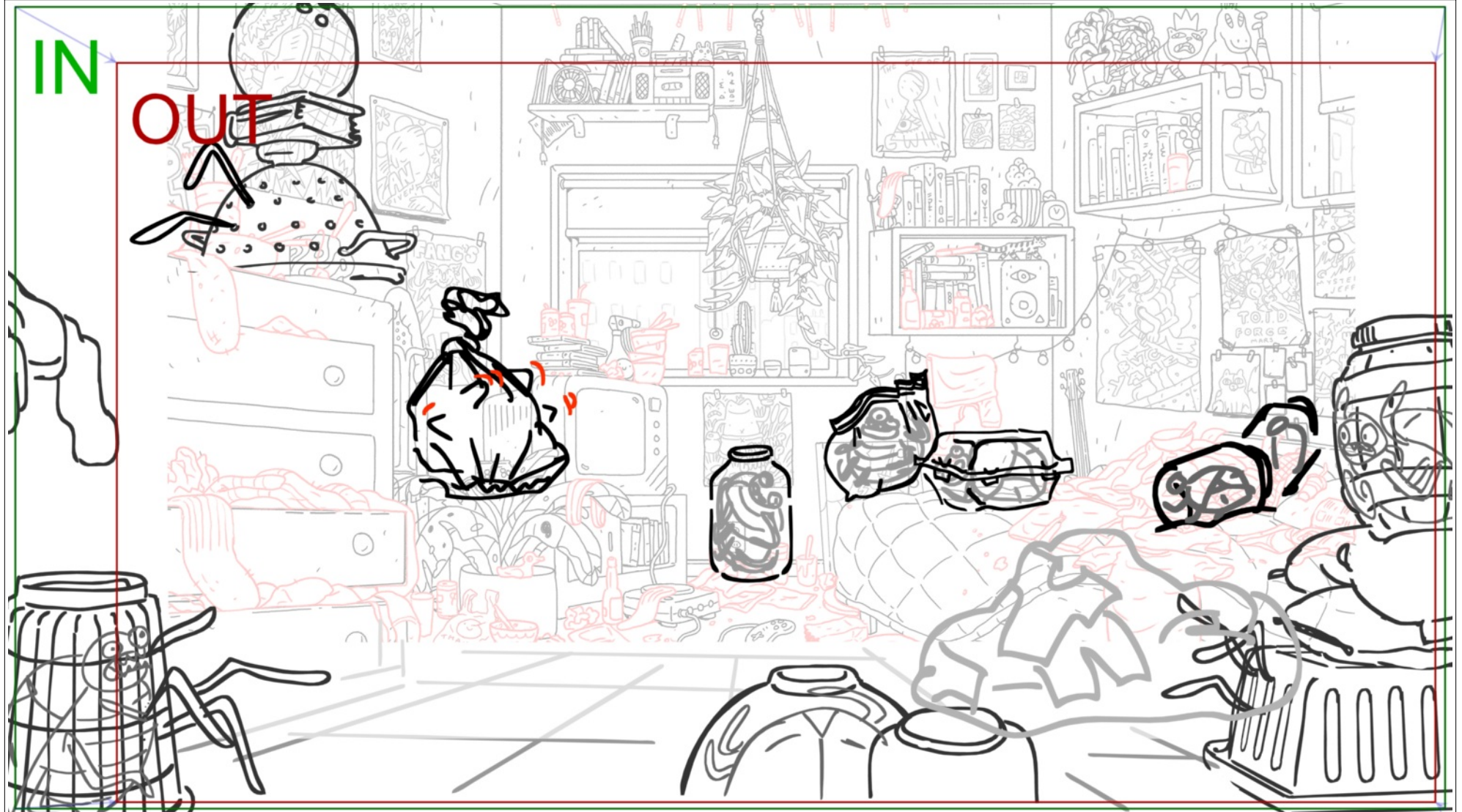
Scene	Duration	Panel	Duration
	85	05:18	1
			00:23



Dialog  
sfx: [door closing o/s]



Scene	Duration	Panel	Duration
	85	05:18	2
			00:23



Scene	Duration	Panel	Duration
	85	05:18	3
			00:23

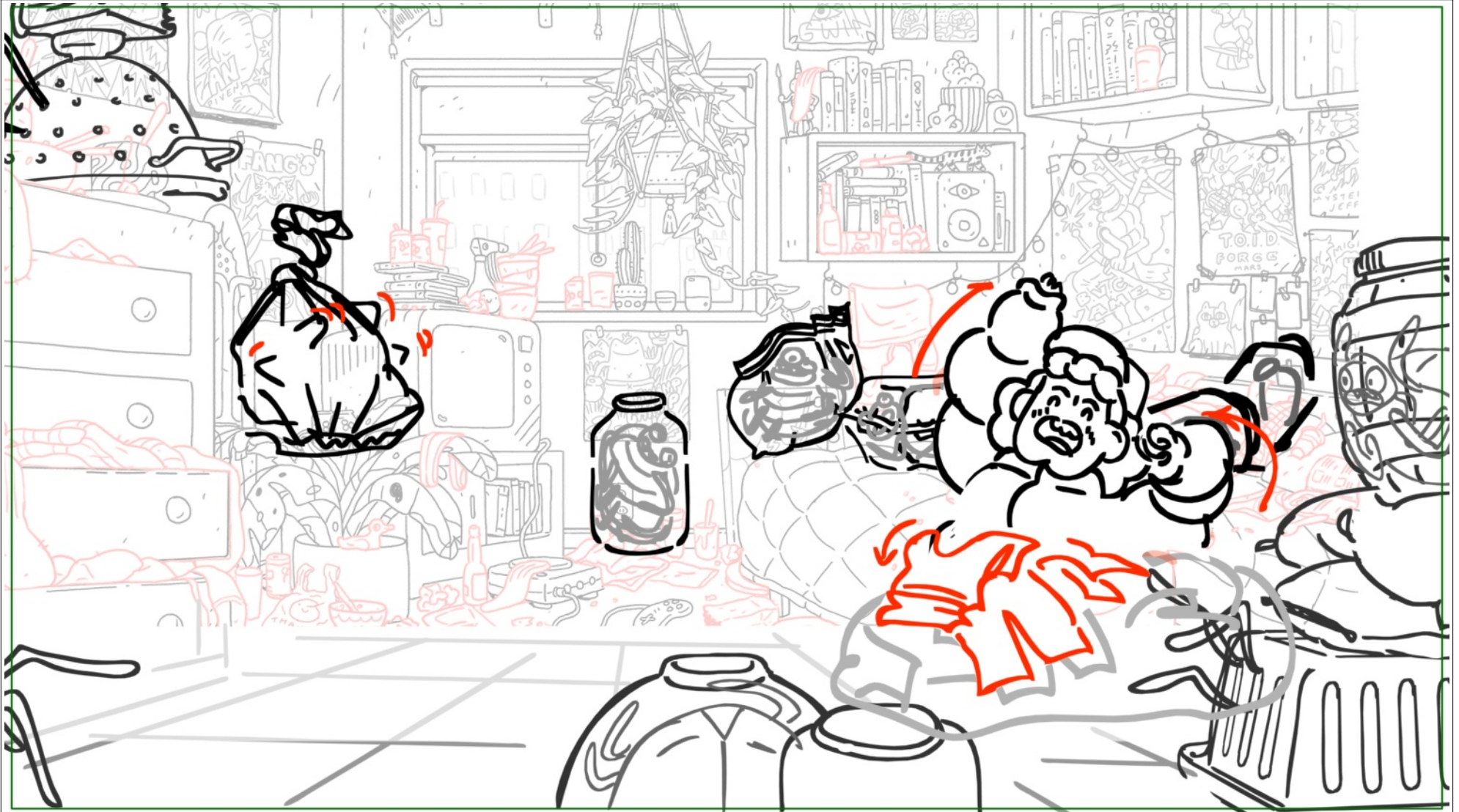




Scene	Duration	Panel	Duration
	85	05:18	4
			00:23



Scene	Duration	Panel	Duration
	85	05:18	5
			00:23

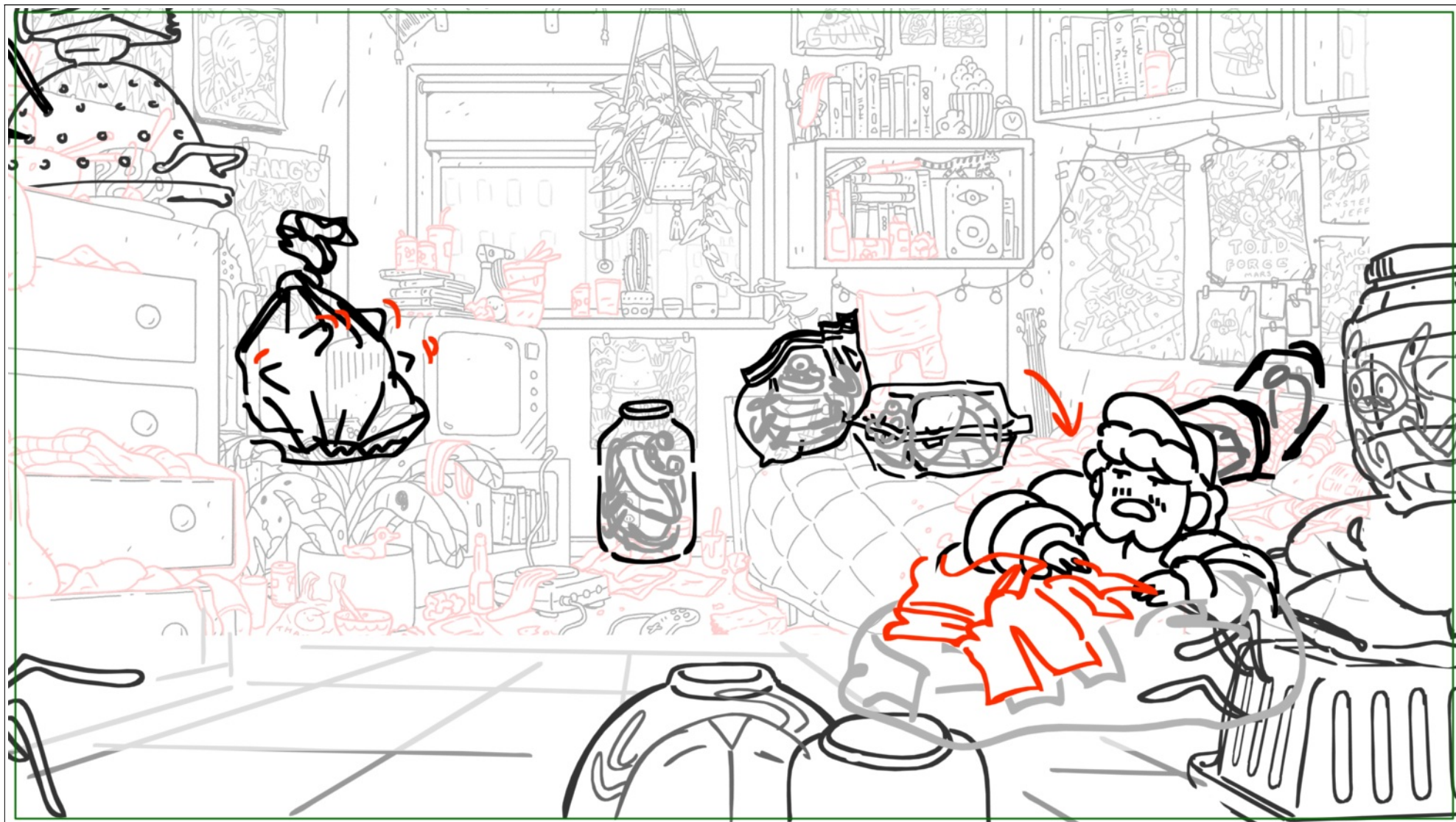


Dialog

ELLIS P: \*yaaaaaaawwwwn\*



Scene	Duration	Panel	Duration
85	05:18	6	00:23



Dialog  
sfx: \*lip smacks\*

Scene	Duration	Panel	Duration
86	05:18	1	00:23



Scene	Duration	Panel	Duration
86	05:18	2	00:23



Dialog  
EP: \*lip smack\*

Scene	Duration	Panel	Duration
86	05:18	3	00:23





Scene	Duration	Panel	Duration
86	05:18	4	00:23

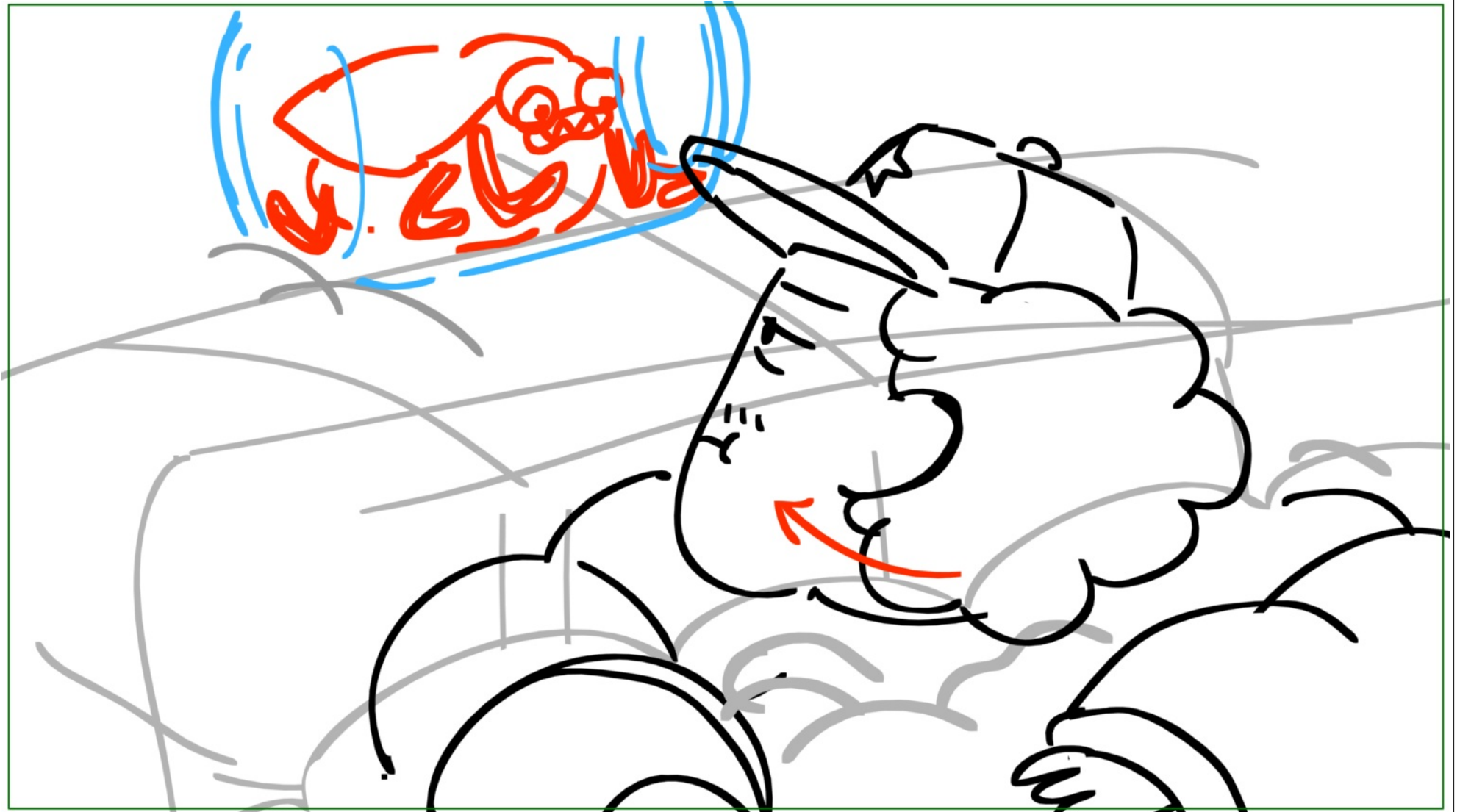


Dialog  
EP: \*lip smack\*

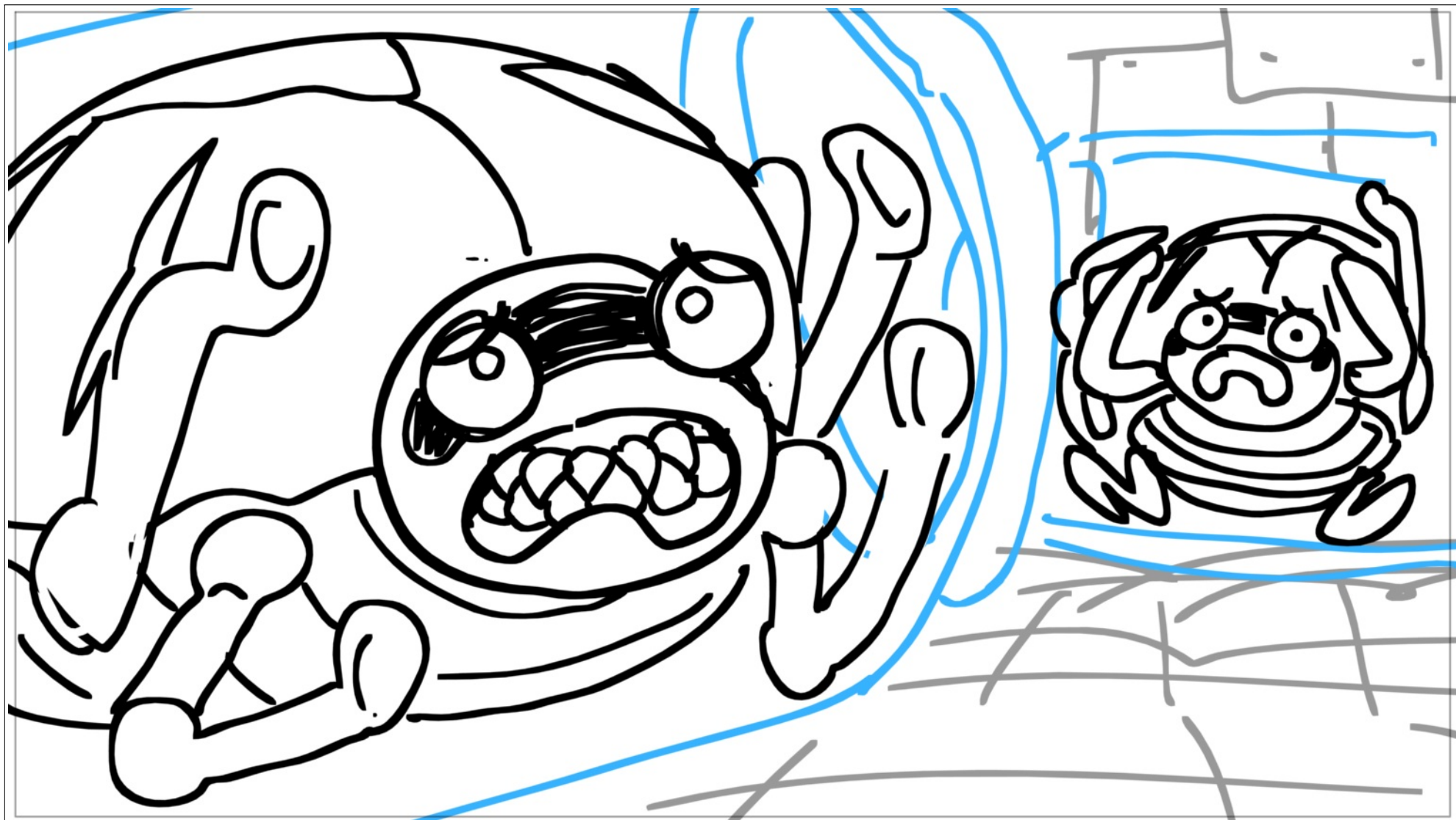
Scene	Duration	Panel	Duration
86	05:18	5	00:23



Scene	Duration	Panel	Duration
86	05:18	6	00:23

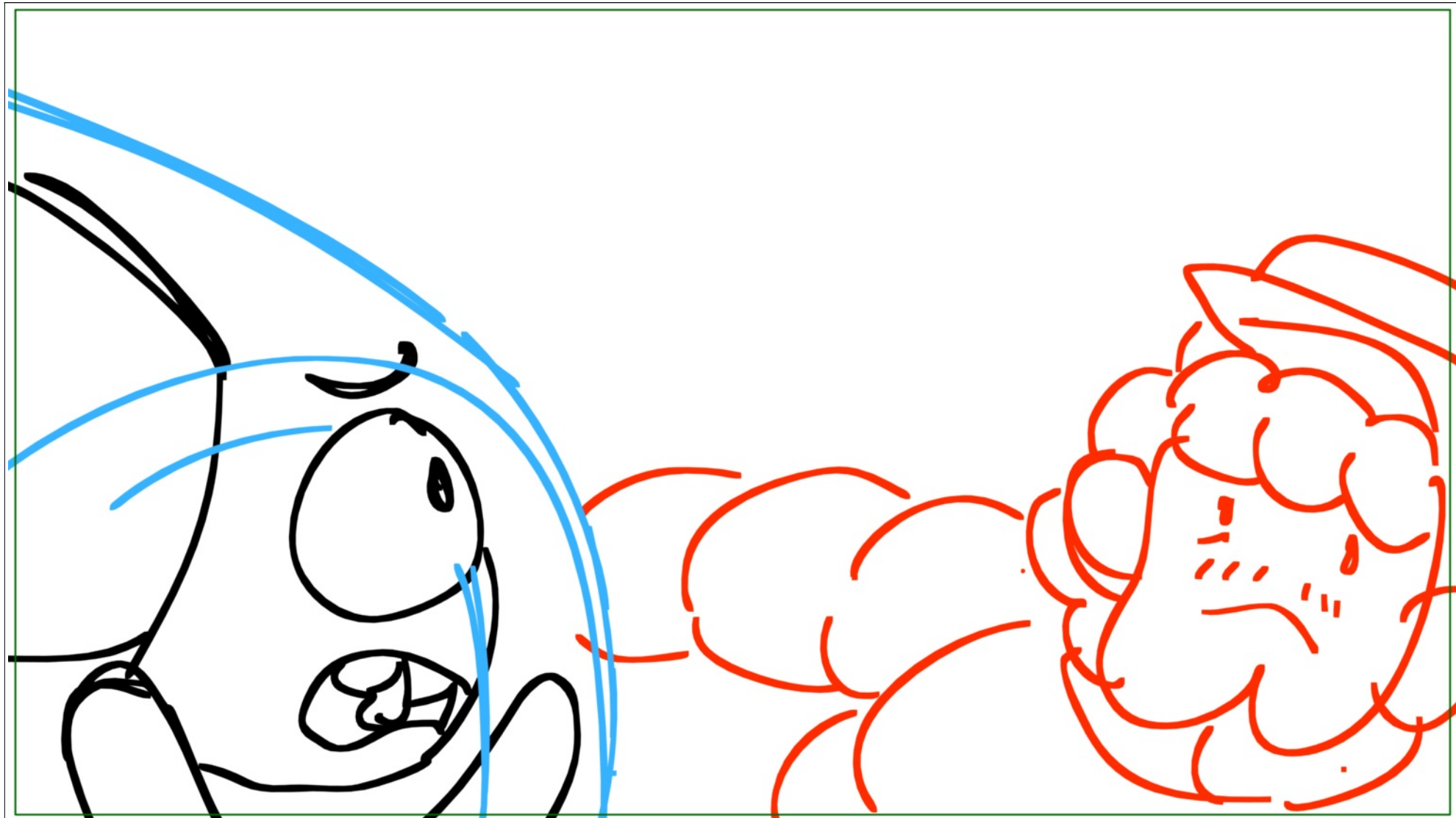


Scene	Duration	Panel	Duration
87	00:22	1	00:22



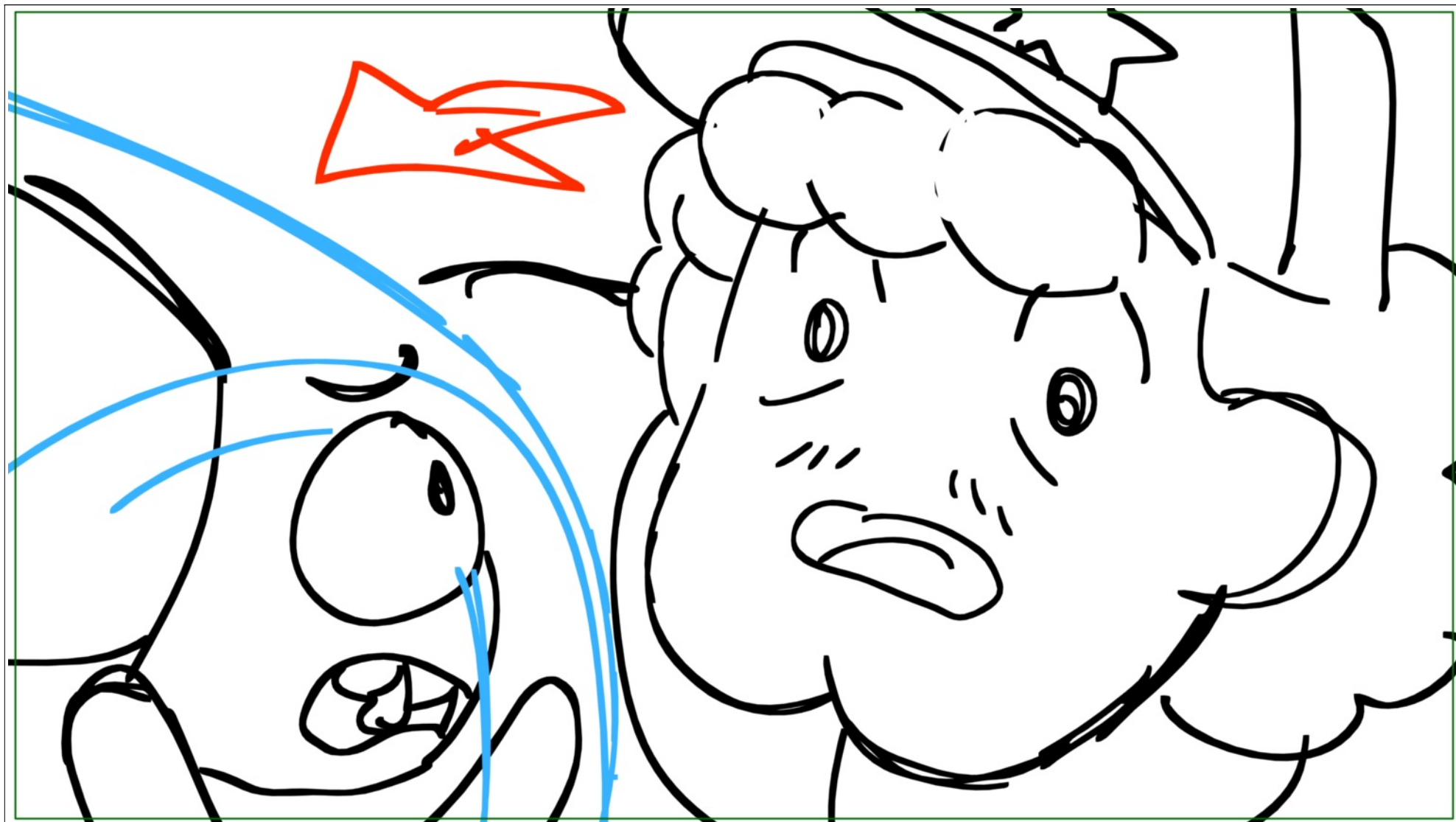


Scene	Duration	Panel	Duration
88	03:20	1	00:23



Dialog  
EP: OH MY GOB --

Scene	Duration	Panel	Duration
88	03:20	2	00:23



Dialog  
EP: OH MY GOB --

Scene	Duration	Panel	Duration
	88	03:20	3
			00:23



Dialog  
EP: WHAT ARE YOU DOING --

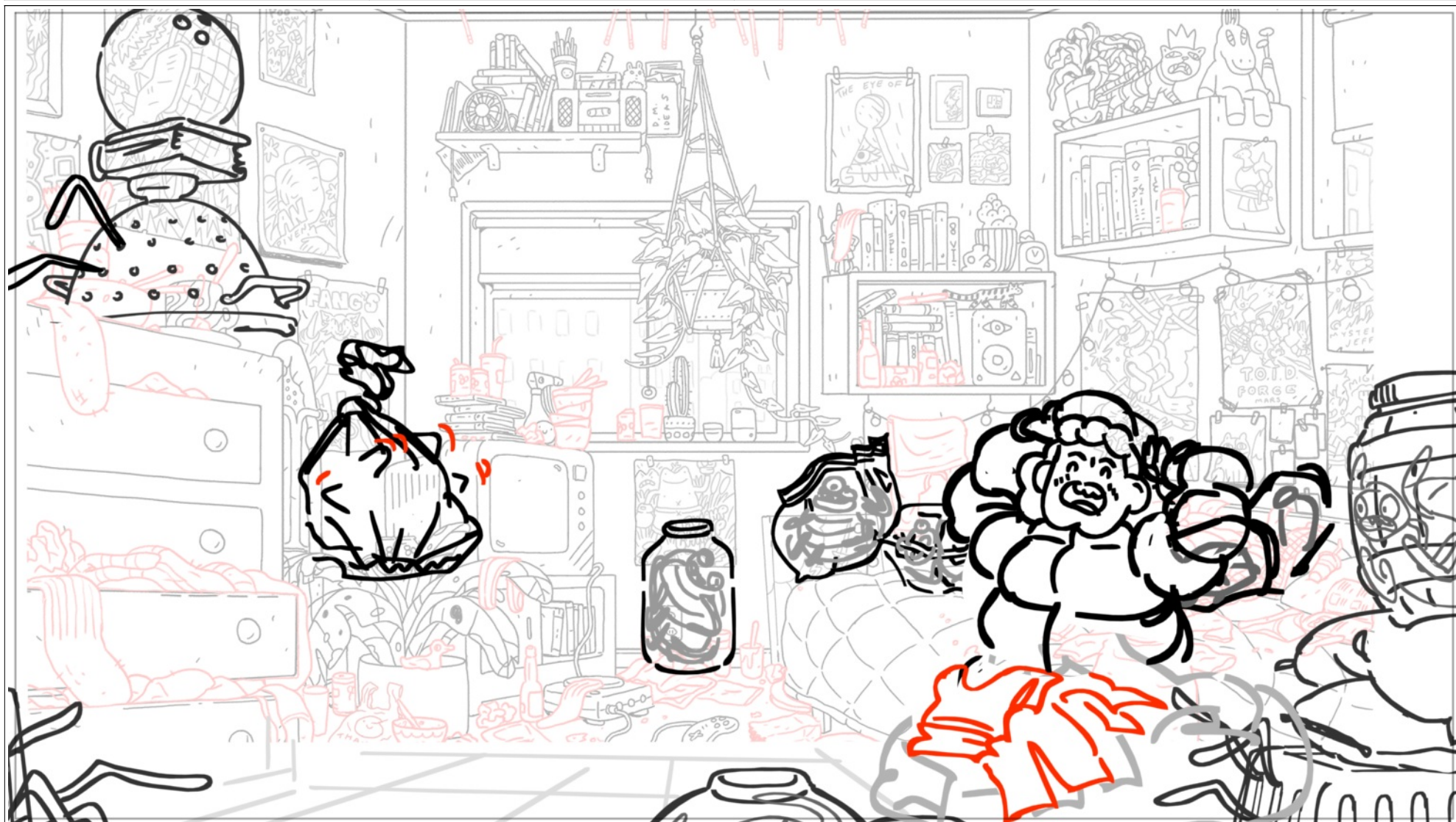
Scene	Duration	Panel	Duration
88	03:20	4	00:23



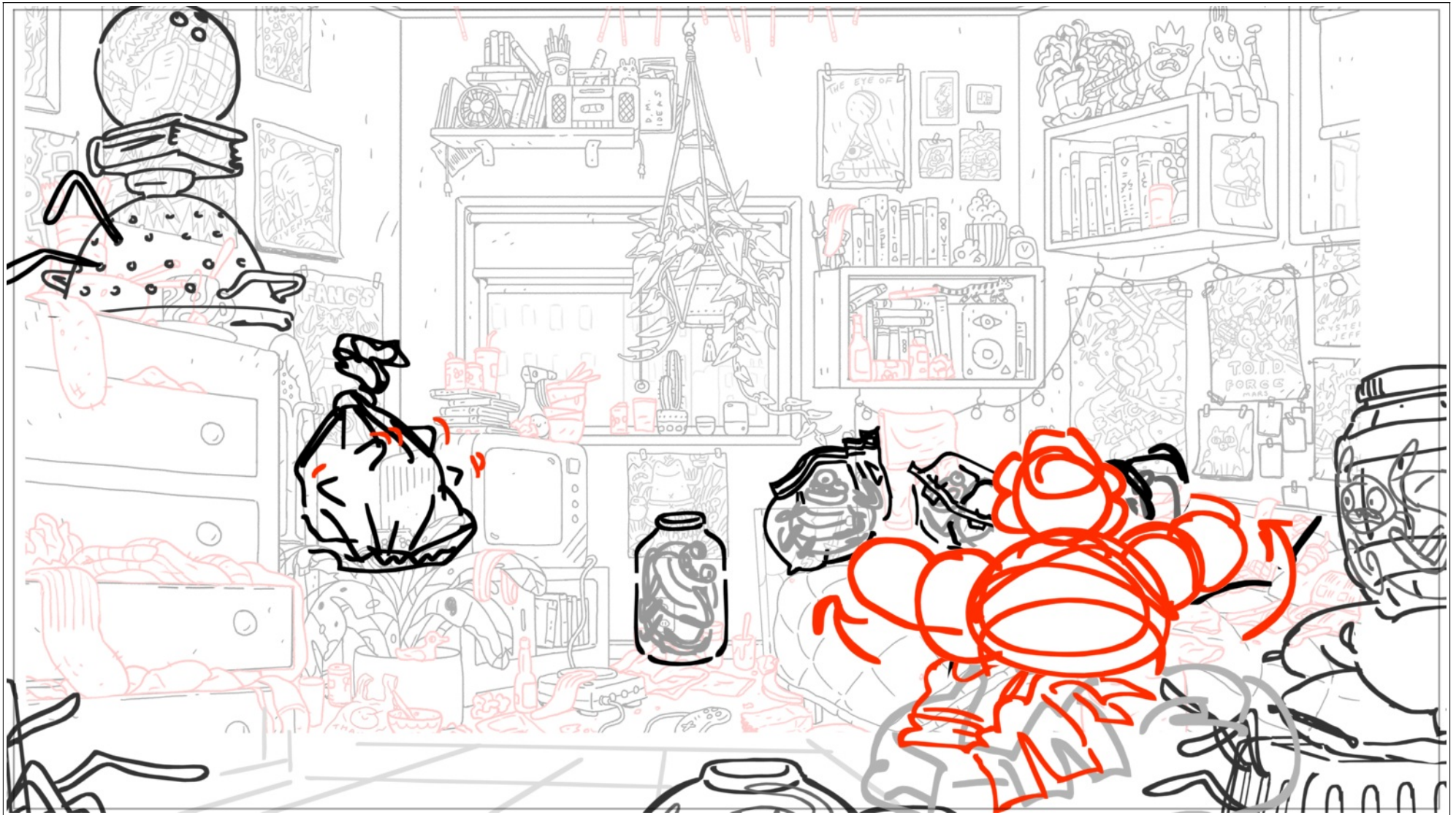
Dialog  
EP: -- TO THESE BEAUTIFUL CREATURES ??



Scene	Duration	Panel	Duration
89	06:17	1	00:23

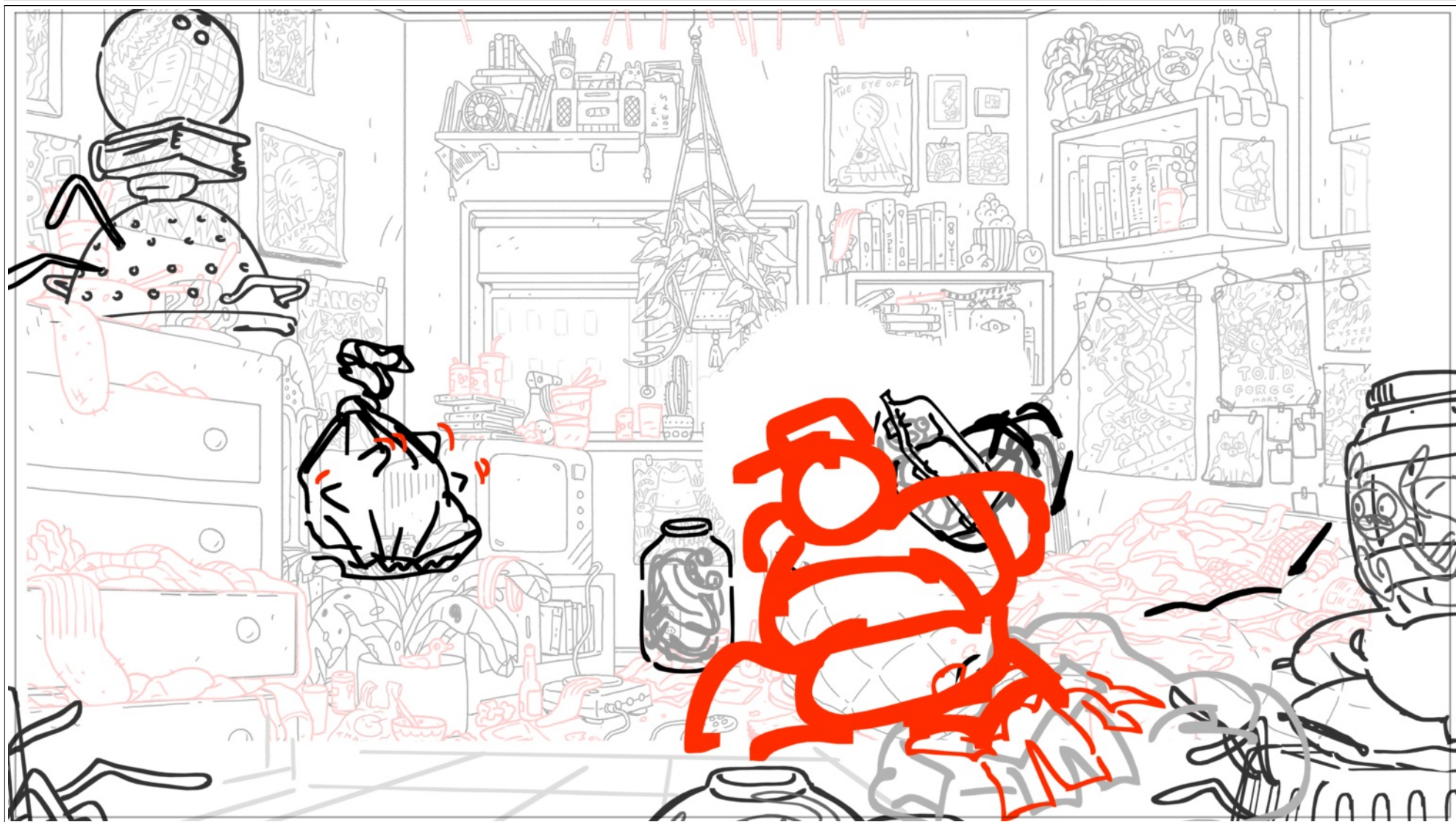


Scene	Duration	Panel	Duration
89	06:17	2	00:23



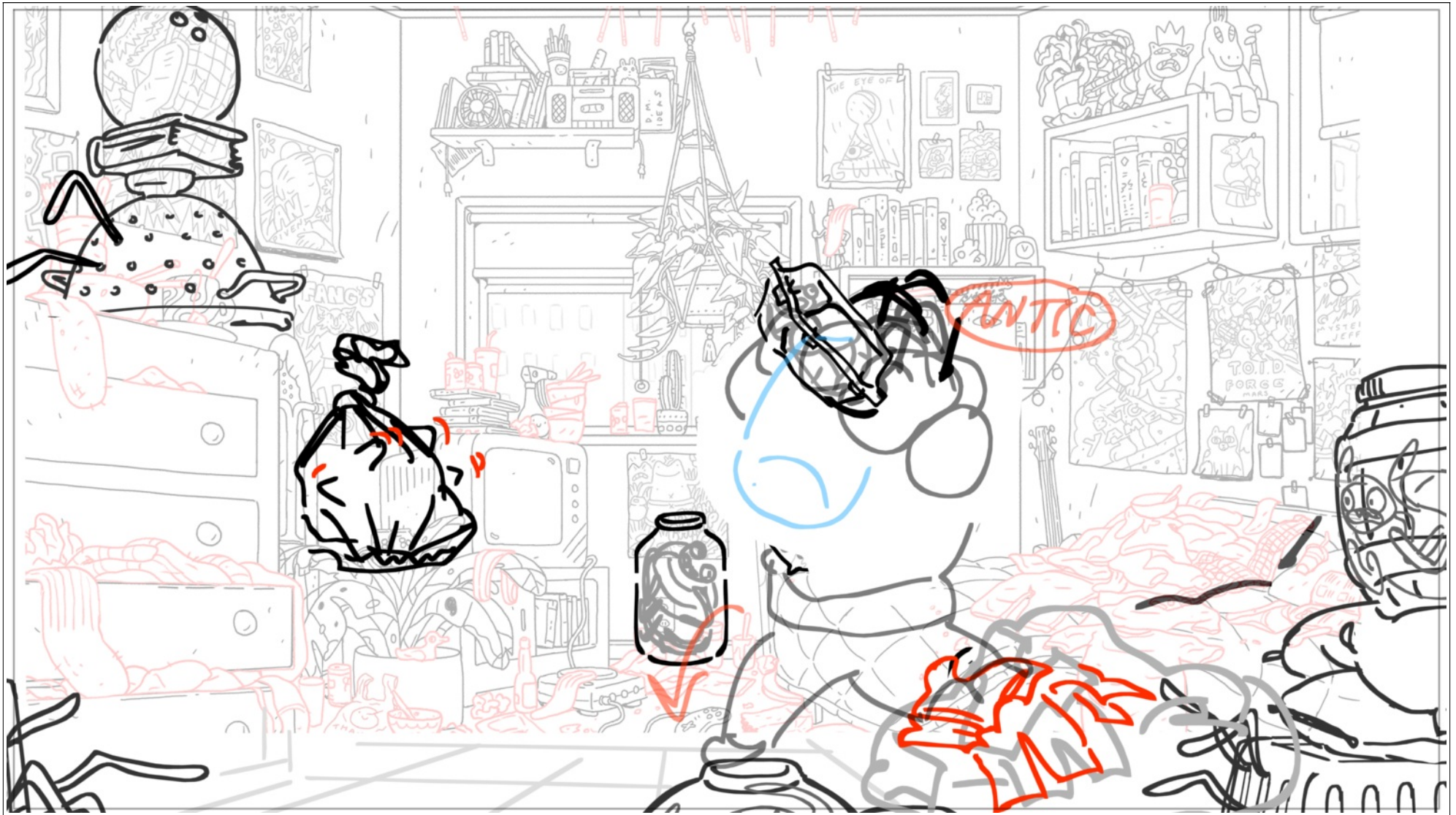


Scene	Duration	Panel	Duration
	89	06:17	3
			00:23



Dialog  
EP: Be free, --

Scene	Duration	Panel	Duration
	89	06:17	4
			00:23



Dialog  
EP: Be free, --



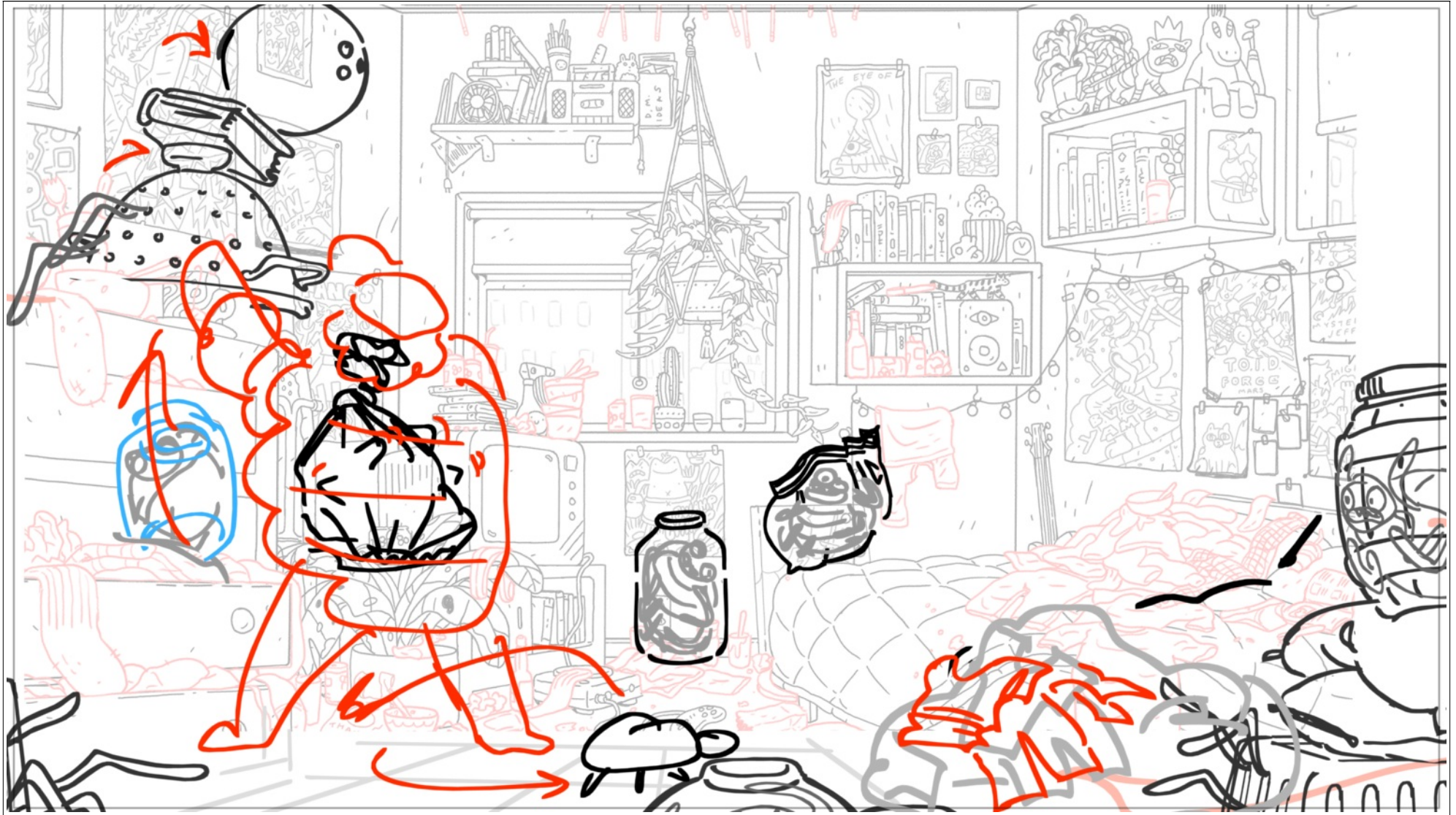
Scene	Duration	Panel	Duration
	89	06:17	5
			00:23



Dialog  
EP: -- my babies! [...] !



Scene	Duration	Panel	Duration
	89	06:17	6
			00:23

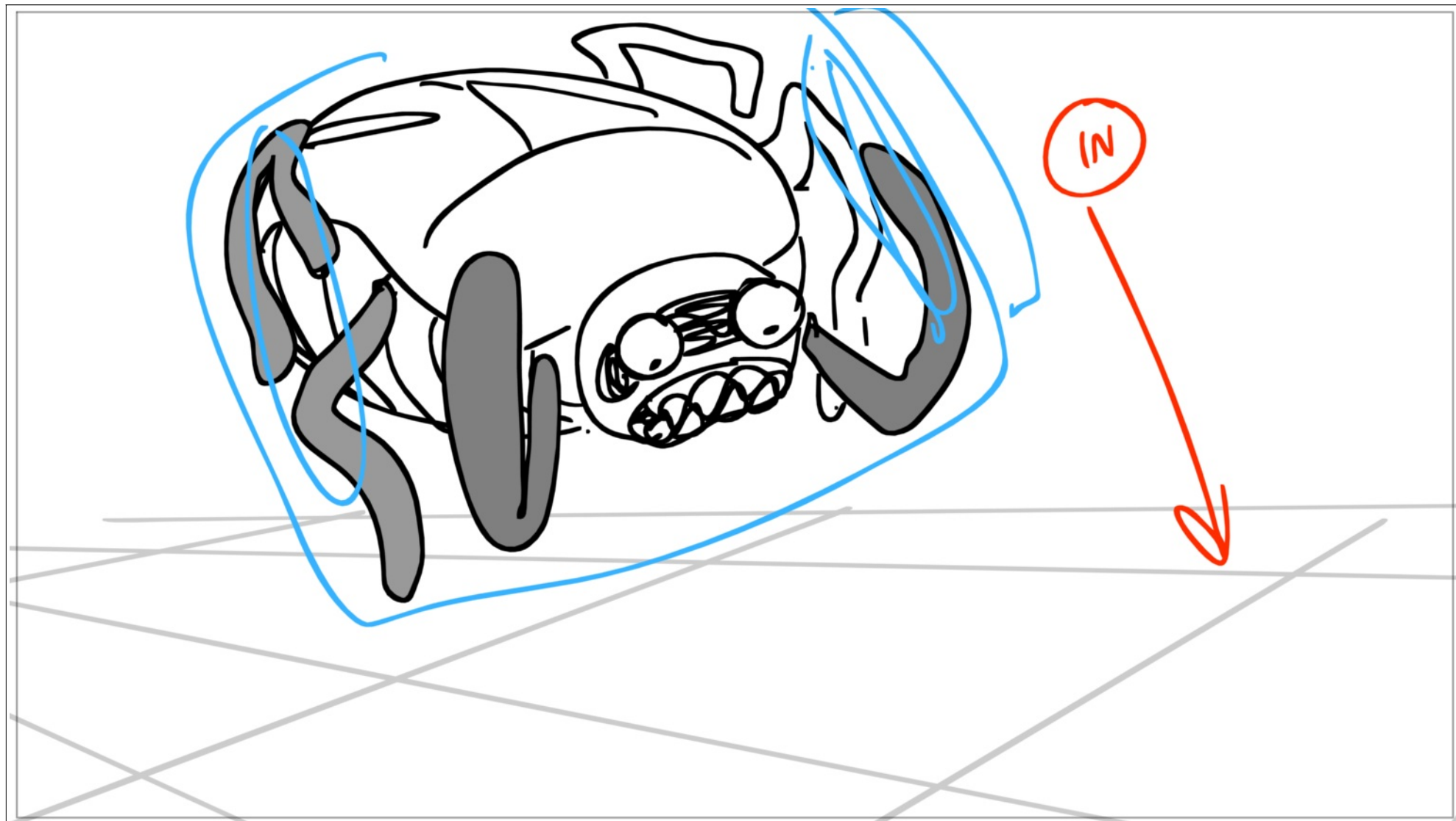




Scene	Duration	Panel	Duration
89	06:17	7	00:23



Scene	Duration	Panel	Duration
90	02:21	1	00:23

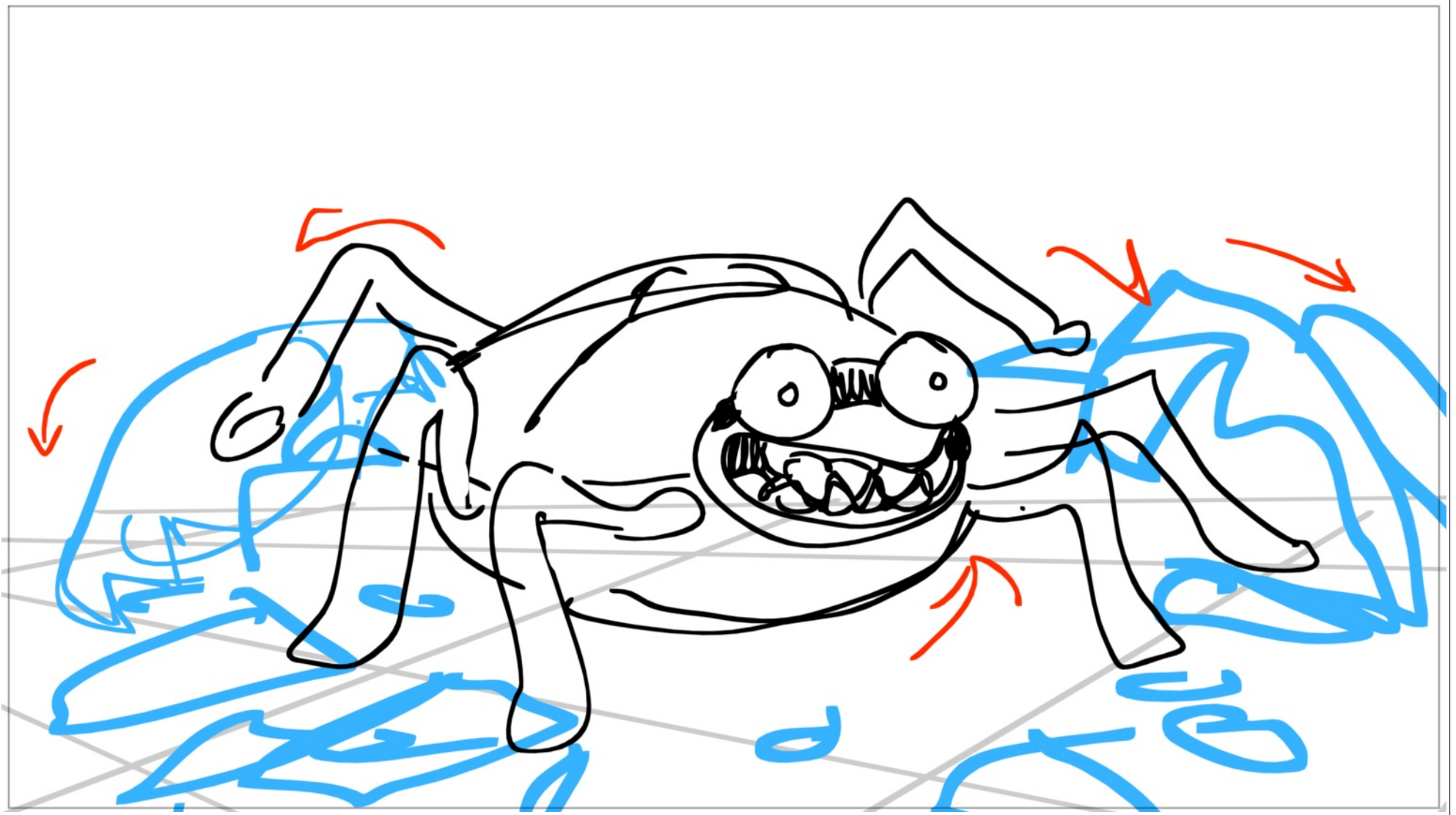




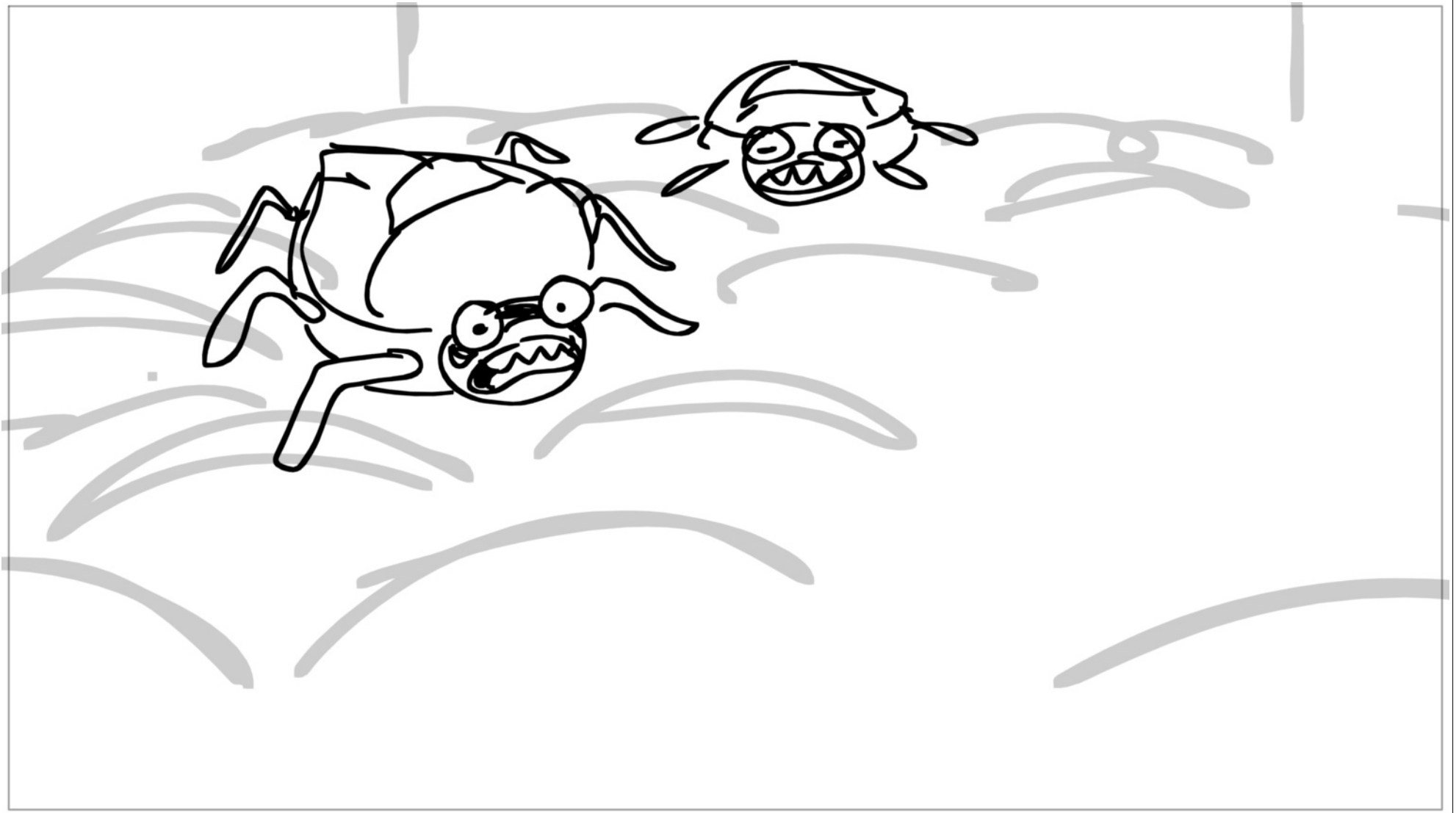
Scene	Duration	Panel	Duration
90	02:21	2	00:23



Scene	Duration	Panel	Duration
	90	02:21	3
			00:23



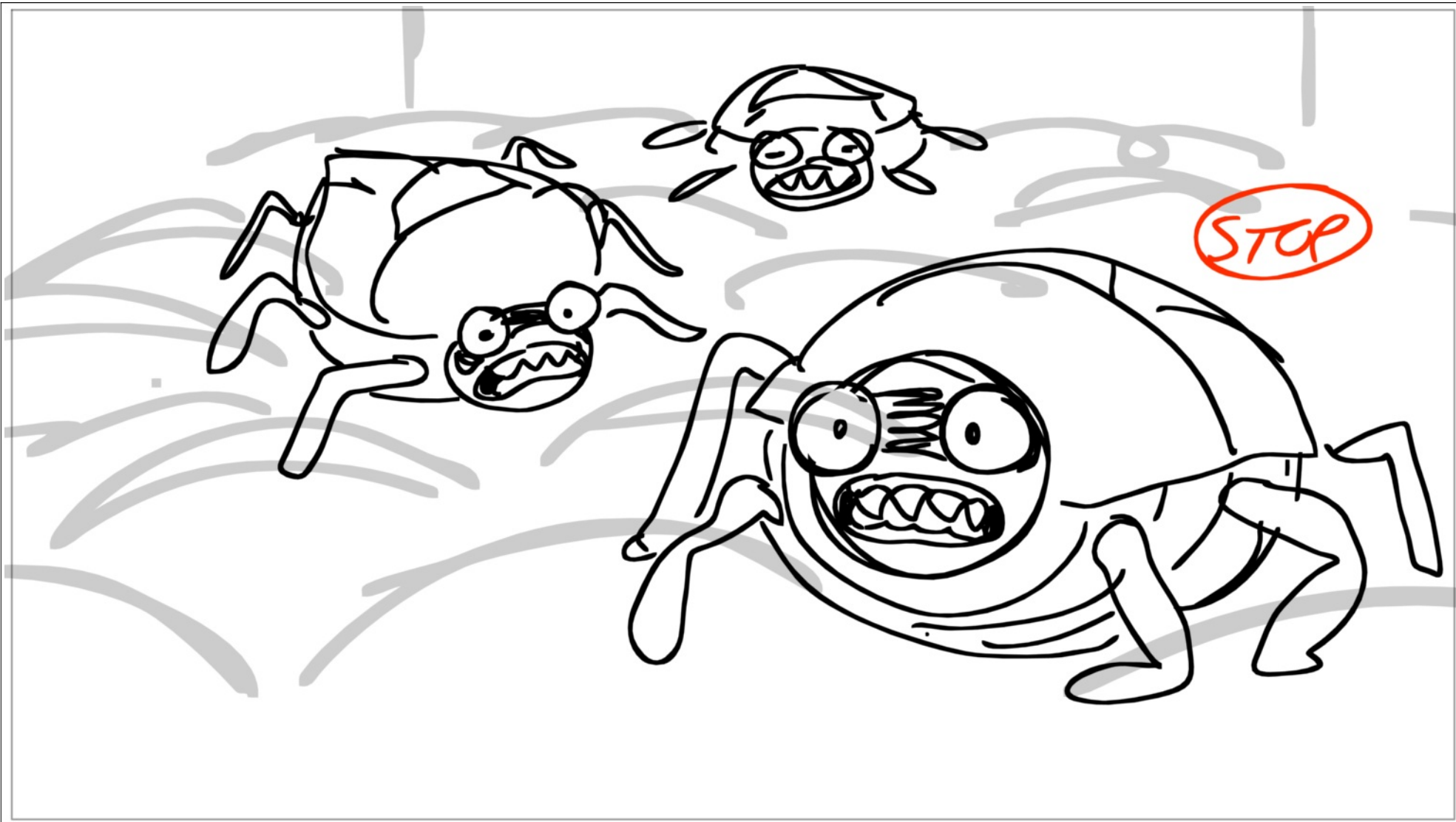
Scene	Duration	Panel	Duration
91	03:20	1	00:23



Scene	Duration	Panel	Duration
	91	03:20	2
			00:23



Scene	Duration	Panel	Duration
91	03:20	3	00:23

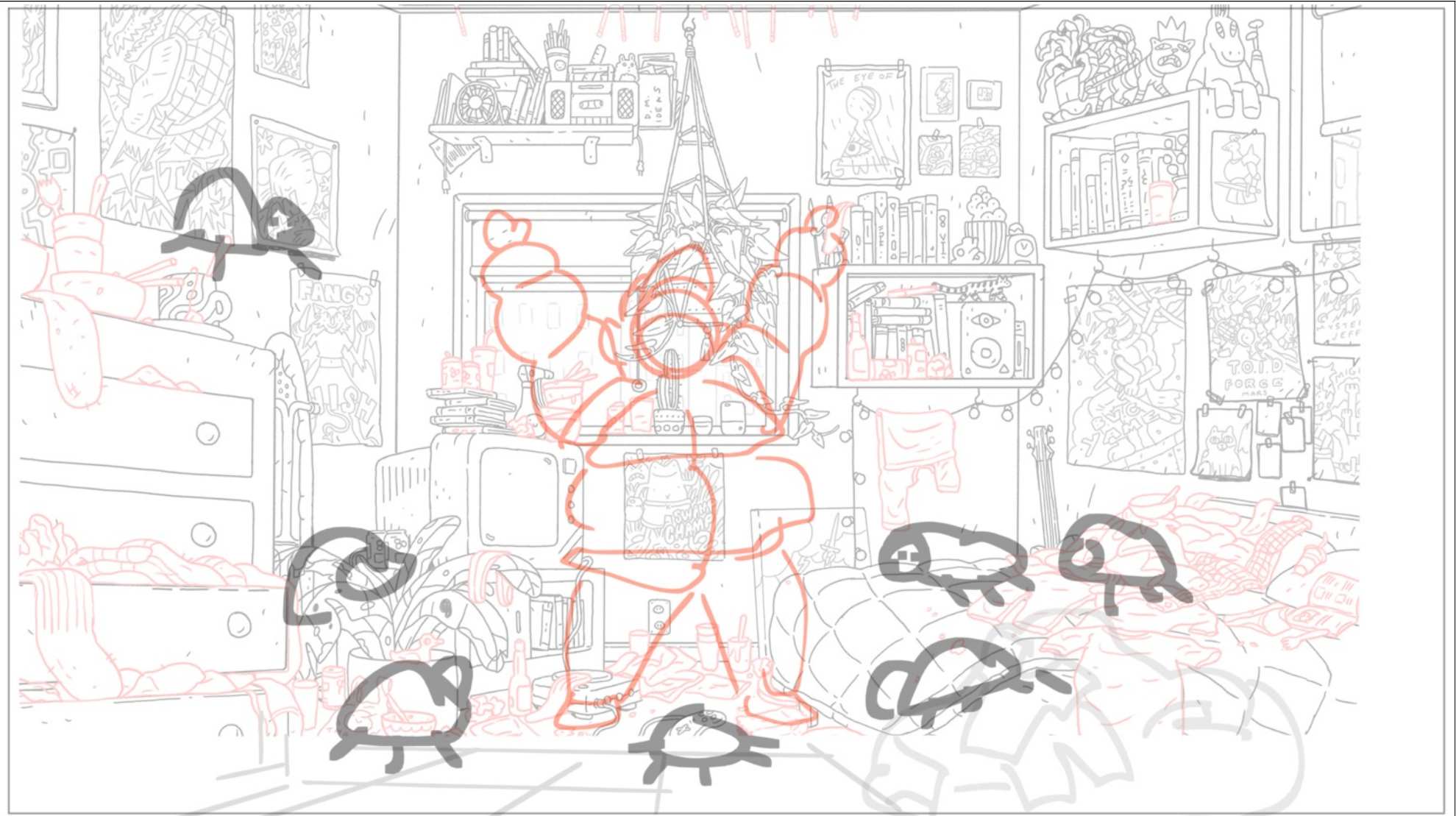




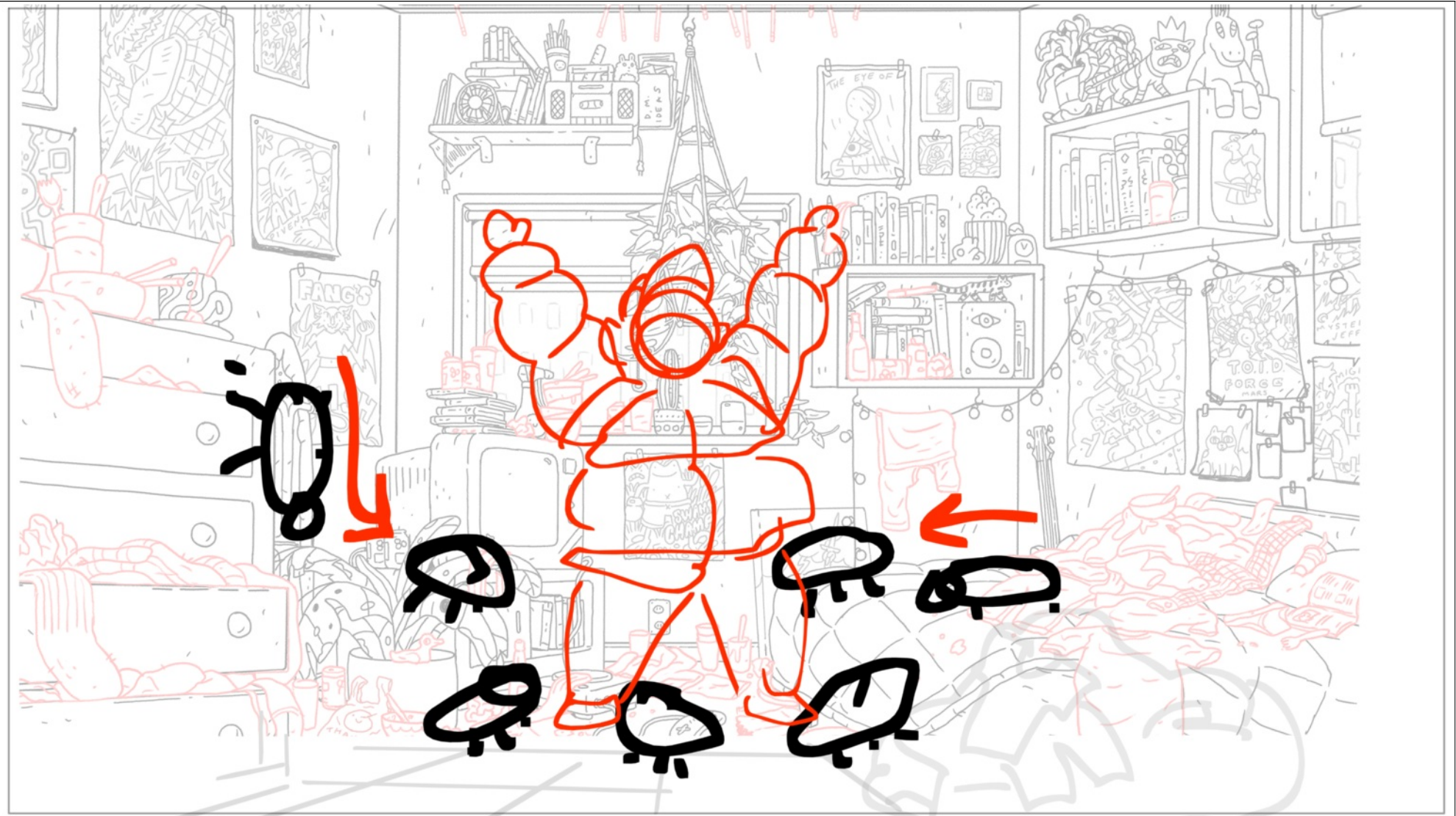
Scene	Duration	Panel	Duration
91	03:20	4	00:23



Scene	Duration	Panel	Duration
92	04:19	1	00:23

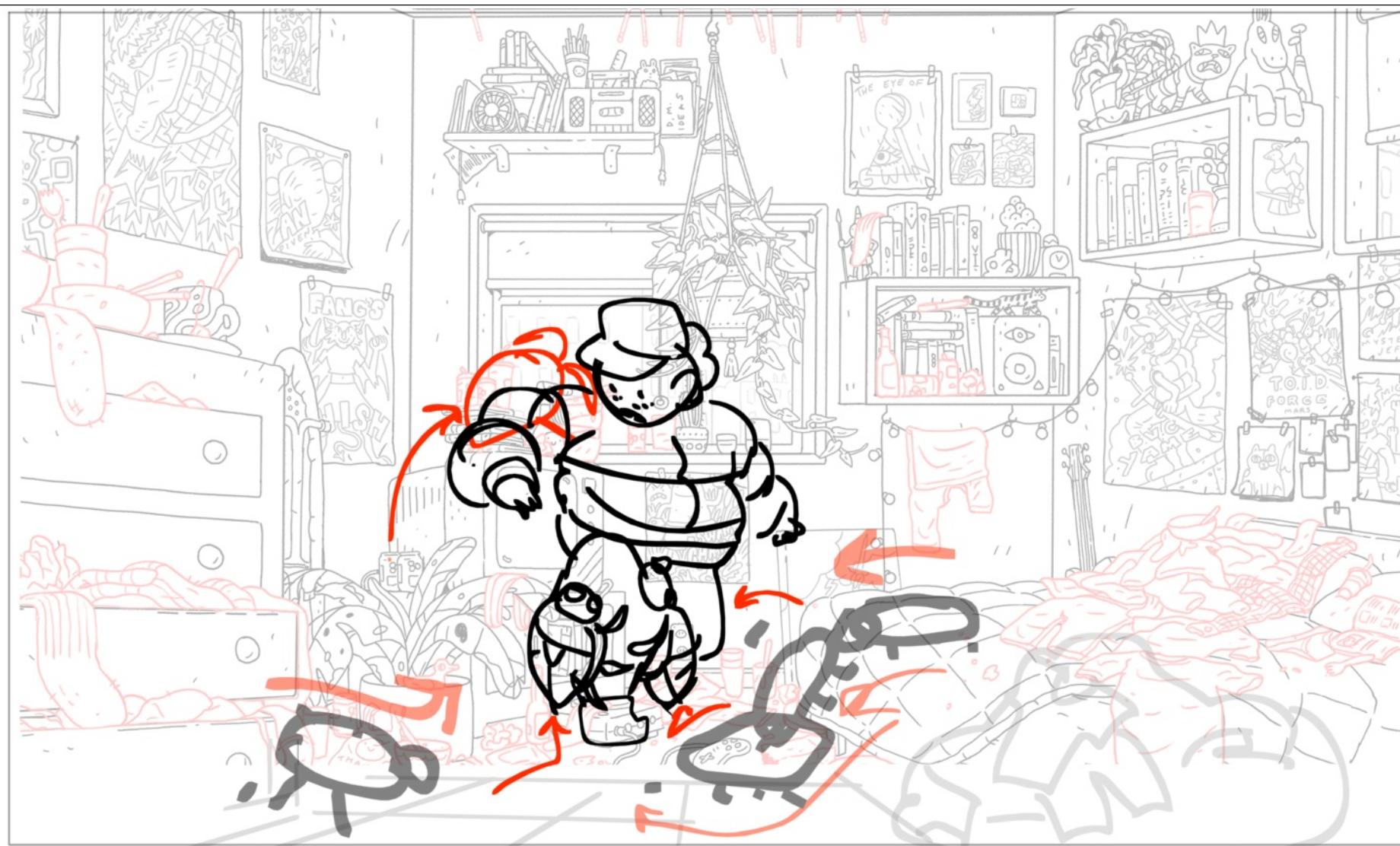


Scene	Duration	Panel	Duration
92	04:19	2	00:23

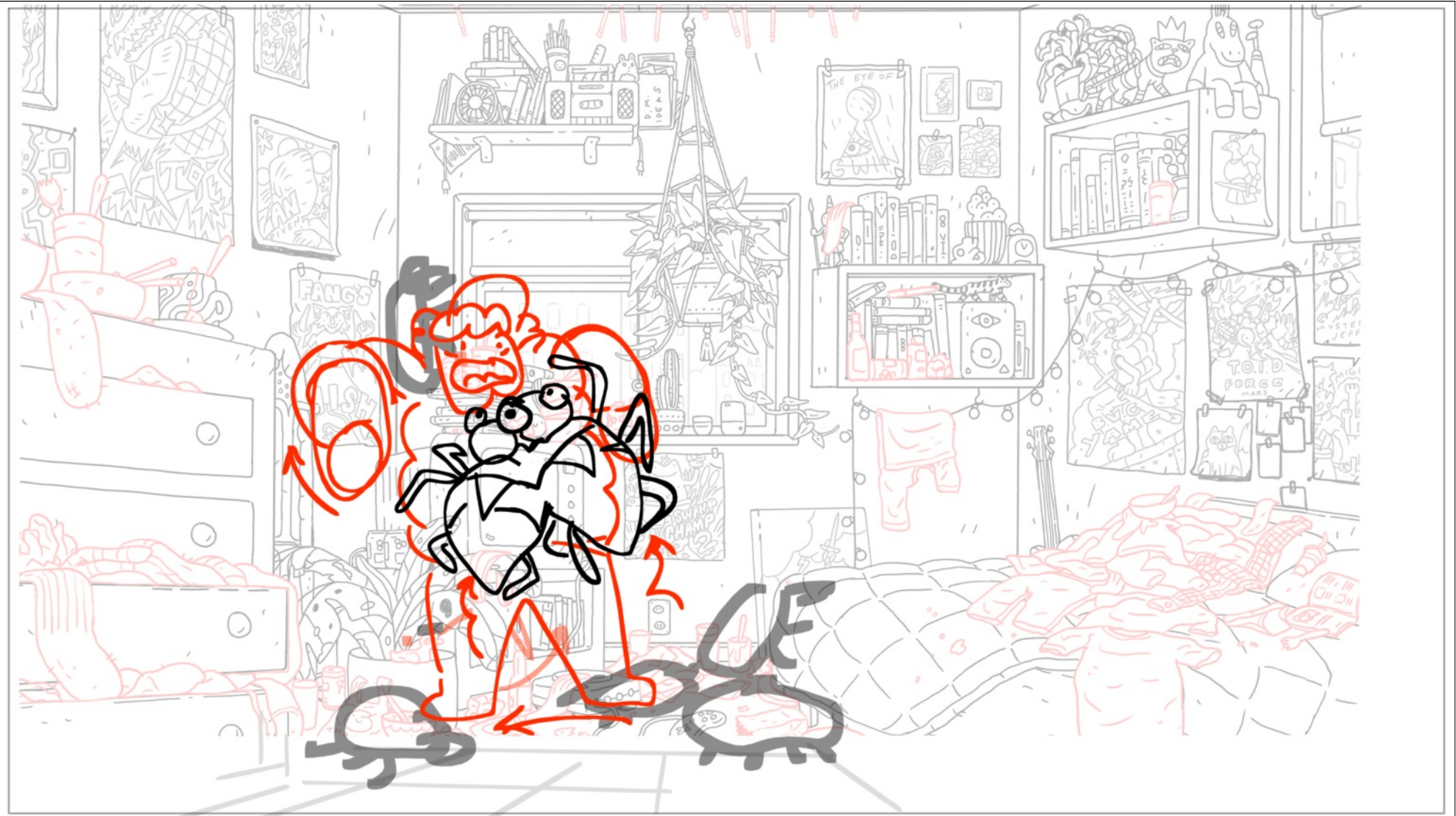




Scene	Duration	Panel	Duration
92	04:19	3	00:23



Scene	Duration	Panel	Duration
92	04:19	4	00:23



Dialog  
EP: EUH --



Scene	Duration	Panel	Duration
92	04:19	5	00:23



Dialog  
EP: I SAVED YOU!!!

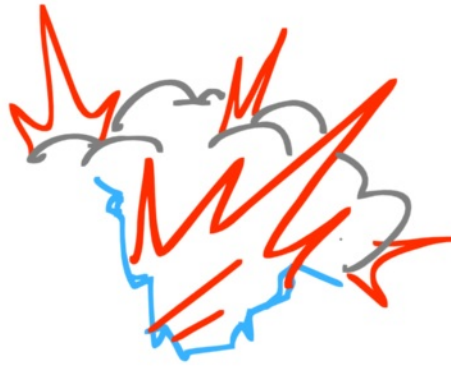
Scene	Duration	Panel	Duration
93	02:21	1	00:23



Dialog

FIONNA: -- All right, does everybody know what they're doing [...] ?

Scene	Duration	Panel	Duration
93	02:21	2	00:23



Dialog

SFX: ka--

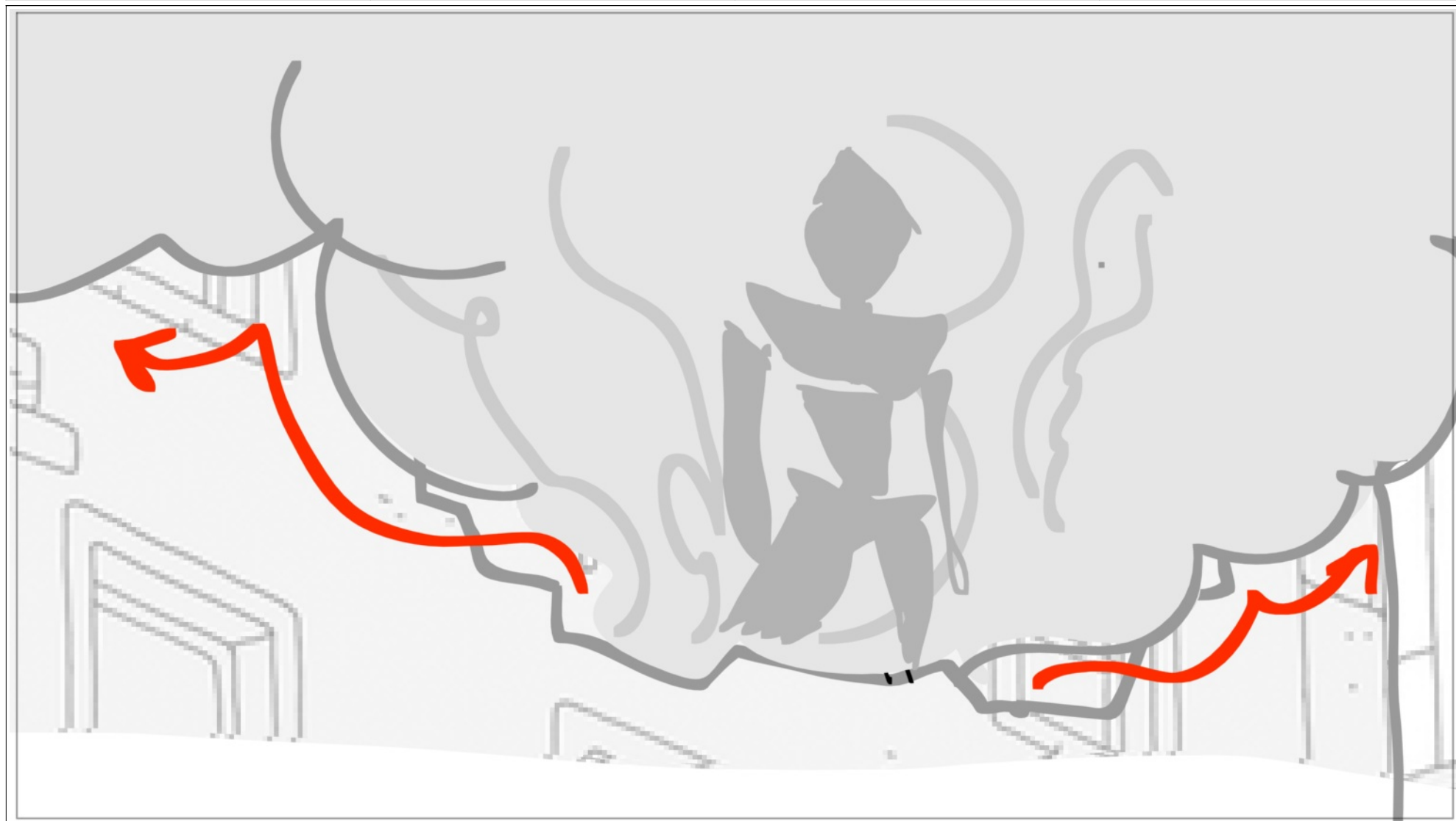


Scene	Duration	Panel	Duration
	93	02:21	3
			00:23



Dialog  
SFX: --BOOM

Scene	Duration	Panel	Duration
94	04:19	1	00:23

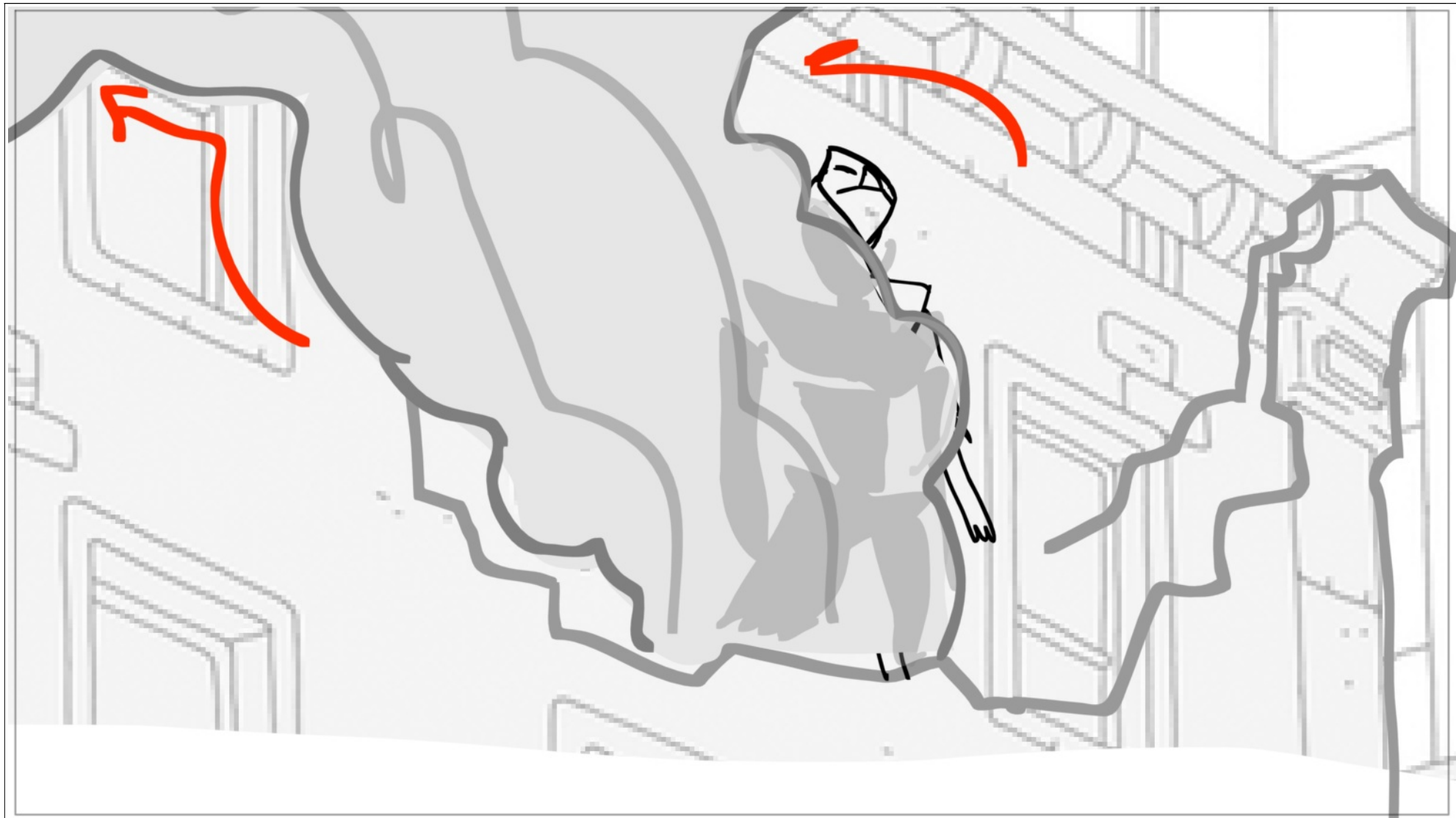


Scene	Duration	Panel	Duration
94	04:19	2	00:23

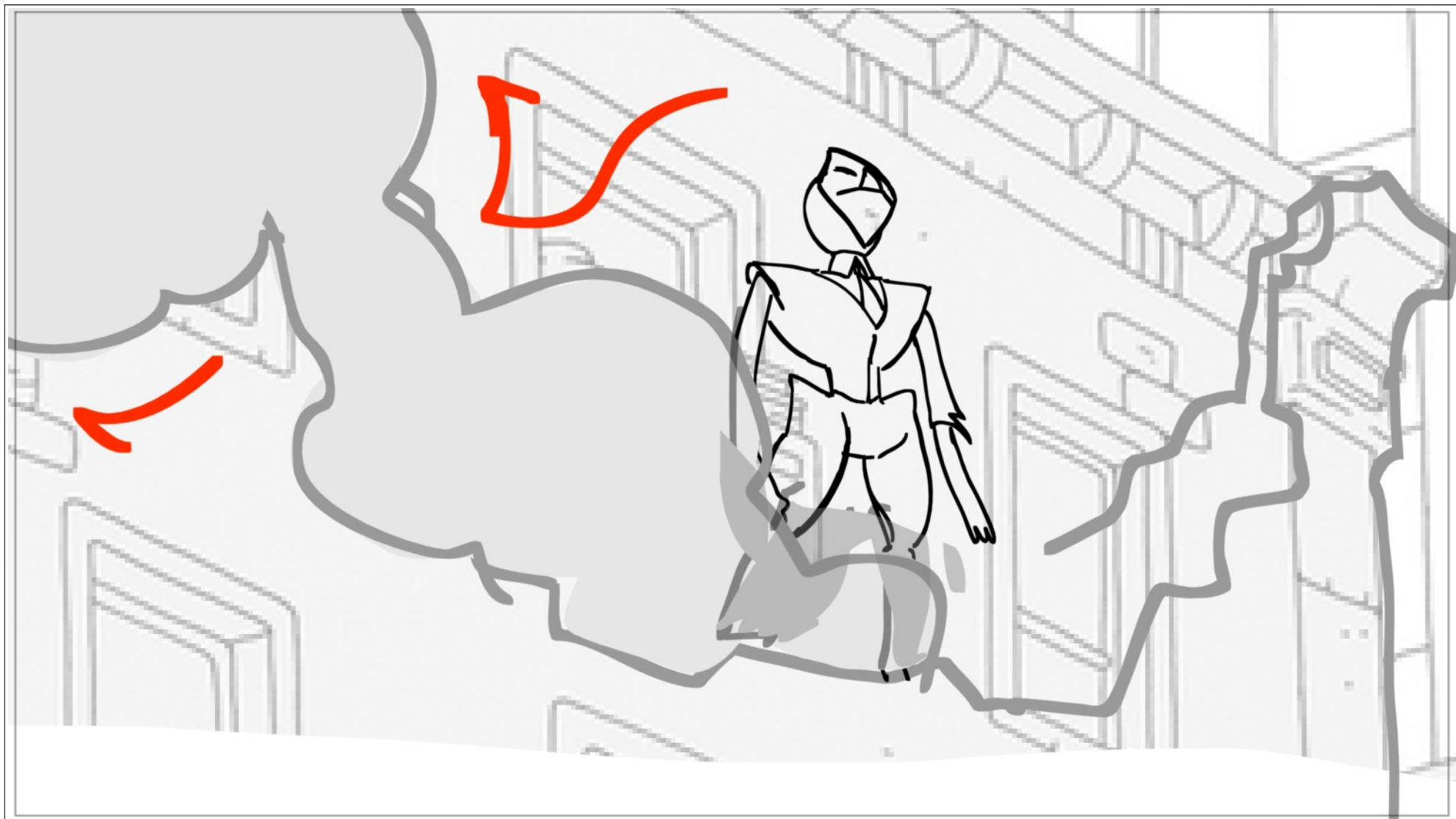




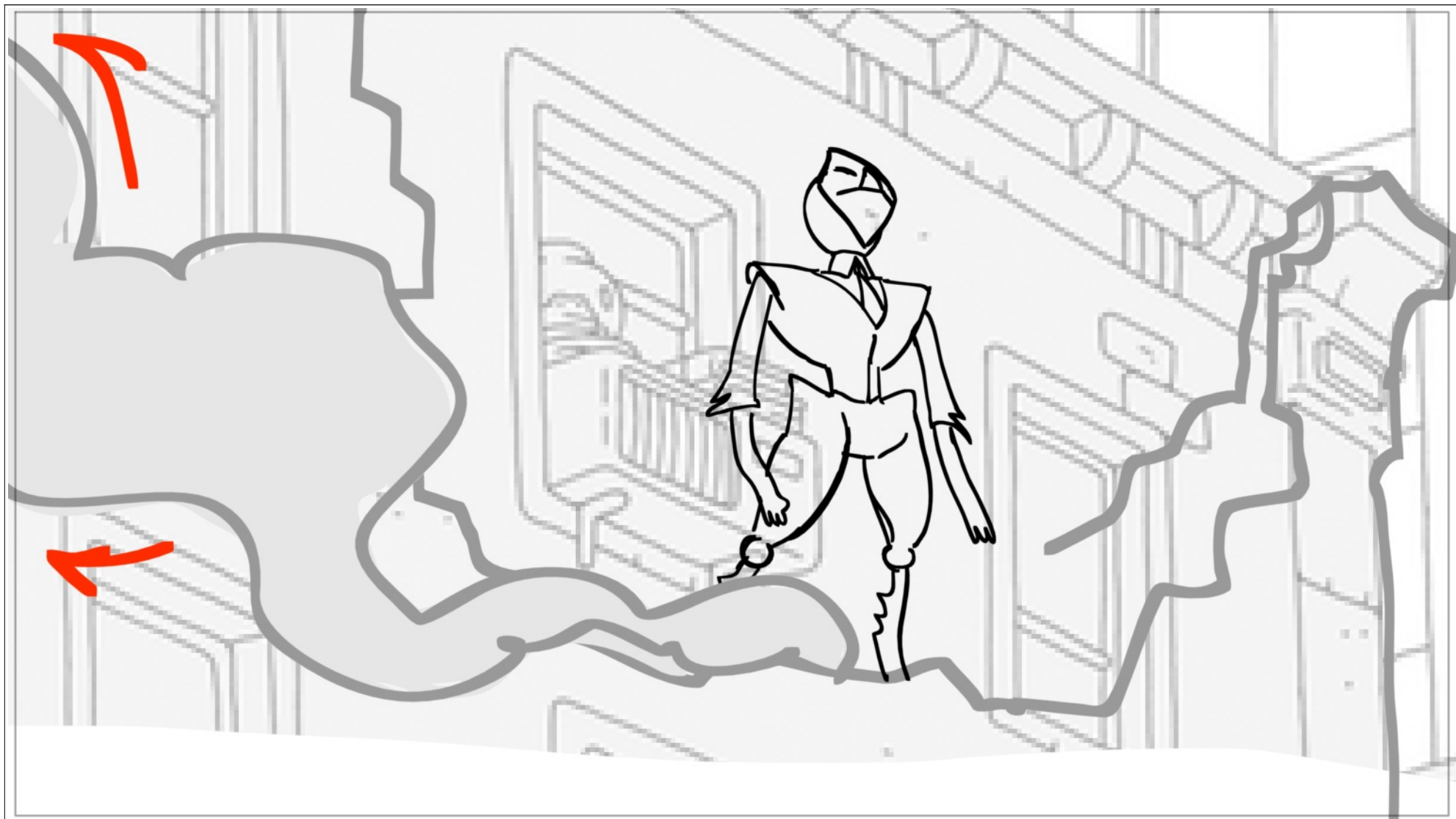
Scene	Duration	Panel	Duration
94	04:19	3	00:23



Scene	Duration	Panel	Duration
94	04:19	4	00:23



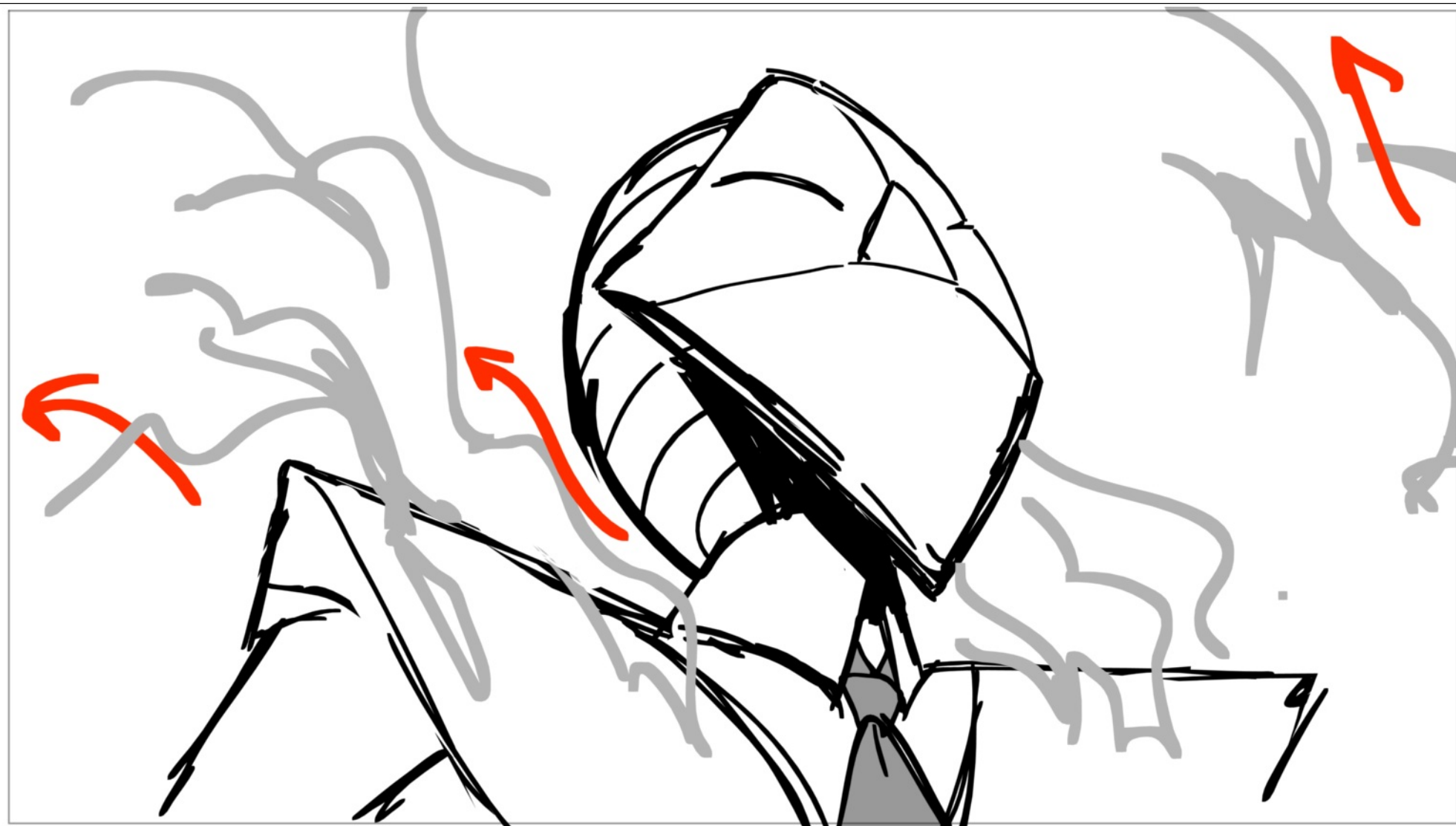
Scene	Duration	Panel	Duration
94	04:19	5	00:23



Scene	Duration	Panel	Duration
	95	1	00:23



Scene	Duration	Panel	Duration
96	02:21	1	00:23





Scene	Duration	Panel	Duration
96	02:21	2	00:23



Scene	Duration	Panel	Duration
96	02:21	3	00:23



Action Notes

SCARAB's eyes narrowed